

PRIMA'S OFFICIAL STRATEGY GUIDE

ICO

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PlayStation 2

SONY



COMPUTER ENTERTAINMENT





Prima's Official Strategy Guide

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Table of Contents

Prologue.....	2
Characters.....	3
Getting Started	4-7
Walkthrough	8-95
Chapter 1 — Boy Meets Girl.....	8-13
Chapter 2 — An Evil Place.....	14-17
Chapter 3 — The Great Chandelier	18-24
Chapter 4 — The Failed Escape.....	25-30
Chapter 5 — The Trek Over the Windmill ..	31-42
Chapter 6 — The East Wing	43-53
Chapter 7 — The Waterfall	54-61
Chapter 8 — Navigating the Trestles.....	62-68
Chapter 9 — The West Wing	69-74
Chapter 10 — The Escape	75-77
Chapter 11 — The Watery Grave.....	78-89
Chapter 12 — The Final Battle	90-95



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Prologue



A strange tale has been passed down, generation-to-generation for hundreds of years about a boy with horns, a girl an evil Queen, and an immense and dangerous castle. While most consider this tale nothing more than fantasy and myth, you'll come to find it's all too real...

Ico's nightmare began the day he drew his first breath. In his quiet and peaceful village, the birth of a normal child is a source of happiness and relief. Proud fathers show off their new offspring, reassuring themselves and others that this time the curse has not left its mark. But some births bring suspicion and fear. Once every generation, the curse arrives with the birth of a special child born with horns jutting from his head.

With word of a cursed birth, fear leaps from villager to villager like a plague. The whole village settles into a state of quiet, suspicious panic while any misfortune that befalls them is blamed on the strange child with horns. If a crop fails or an illness strikes, it must be the child's fault. Everyone wishes and waits for the Day of the Sacrifice and the return to good fortune.

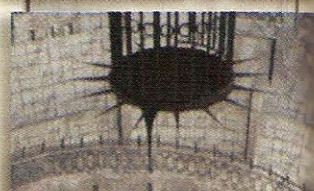
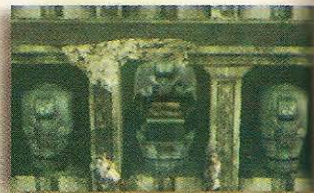
For Ico, that day was his 12th birthday. When his horns grew large, the villagers knew it was time. The elders would sacrifice him to keep the spirits from harming the village. In the morning, faceless horsemen arrived and took Ico away, riding deep into the forest and beyond. The journey ended at an ancient castle ruin that stood crumbling against the harsh grey seas.

Inside the castle, stone jars stood stacked in a massive chamber, lining its walls from one side to the next. A horsemen placed Ico in one of the jars sealing the terrified boy, along with his fate, inside. An eternity of torment would surely follow.

A dream within a nightmare showed Ico a vision of ghostly beauty that drives him to escape. Ico realizes that he is not alone and he must free both himself and this lonely, helpless prisoner. Indeed, his only way out is with this mysterious and beautiful girl.

An ancient Queen rules the castle and her body is beginning to deteriorate. In order to survive, the Queen must find a younger body as a spiritual vessel. Soon the Queen will invade the body of the captured girl, a princess named Yorda, her daughter. Ico must escort Yorda out of the castle and escape with their lives before the Queen seals the girl's fate. He will come to learn very quickly that the shortest distance between two places is a perilous detour wrought with traps, pitfalls, hazards and deadly obstacles. Centuries of disrepair have turned the castle into a death trap and many escape routes are hidden magical portals that can only be opened by magical energy that only Yorda possesses. Ico will literally have to crawl the walls in search of a way out. To compound the matter, throughout the castle, evil and aggressive spirits erupt from the floors to capture the princess. Ico must fight them off with any weapons he can find. Every twisted towering staircase and stone block of this castle tomb is a piece of a larger puzzle. Each torch and shaft of light illuminates another mystery. Every open window, dangling chain and broken ladder is an invitation to one more riddle.

It will be up to you to solve the puzzles or join the tormented spirits forever.



The Characters

The world of Ico is a strange and mystical place, as are the characters that inhabit it. The cast of characters in the game are very real, some scary, and some so emotion provoking, you will come to identify and care very much about what happens to them in their quest for freedom.

Ico

A young boy the age of 12, Ico had the misfortune to be born with a set of horns jutting from his head. Viewed by his fellow villagers as a curse upon their land, he has been alienated and shunned by all, including his own family members. Thoughtful and inquisitive, Ico has a strong mind and will, and a great sense of right and wrong. He is quite strong for such a young boy, and during his 12 years of imposed exile, he has become very resourceful. Although he knows that he will be sacrificed for the greater good of his people, his resolve to live and be free from imprisonment is greater than his sense of responsibility to them. He will do whatever it takes to stay alive and be free from his curse once and for all.

Princess Yorda

A young and waif-like girl, the Princess is a prisoner in her own home. Raised and cultivated solely to become the spiritual vessel from which her mother, the Queen, will possess her body, Yorda has given up all hope of ever leaving the castle alive. Imprisoned in a cage and watched over by an army of shadowy spirits, she agonizingly waits for the day when her mother will call upon her to fulfill her destiny. She speaks a strange and different language than that of Ico, making it difficult to communicate with anyone other than her mother. The Princess is quite weak and timid, although she possesses a strange magical power that is stronger than she realizes. She is, unknowingly, the key for her own survival.

The Queen

The evil Queen rules the castle of enslaved spirits. She has a power over body and soul of any who enter. Like her underlings, the Queen can take pure spirit form. But, for her immortal survival, she also must assume human form by inhabiting a body. Her body is growing more frail with time and soon she will need a replacement. She keeps her own daughter, Yorda, captive until the day she will cast the girl's soul adrift and take up residence inside her body. The Queen will stop at nothing to keep Yorda enslaved inside the castle walls, sending out her army of spirit slaves to foil any attempted escape. She also has her own magical abilities, which can be cruelly wielded with deadly results.

The queen rules her own army of shadowy spirit slaves to do her bidding. These misty, dark and aggressive creatures come in different varieties and can flow out of portals that appear in the floor anywhere in the castle. They will attack Ico with relentless vengeance, and their only duty is to ensure that Princess Yorda does not escape. While not the most clever creatures, they do have the ability to attack, as well as distract, while others will attempt to drag the Princess down into a portal.

Sentry Spirits

Sentries take on humanoid form and are the size of a grown man. They attack by swiping with their sharp claws and will try to separate Ico and the Princess, and then throw her over a shoulder in an effort to take her into one of their portals. Sentries are not the fastest or brightest spirits, but they do have the ability to block Ico's weaponless attacks, as well as doge out of harm's way.

Spider Wraiths

Spider Wraiths are more of a nuisance than a threat, but they shouldn't be disregarded. These spider-like spirits will scamper around wildly and cluster at Yorda's feet. While they can't attack or drag Yorda away, they do have the ability to morph into a larger, humanoid spirit if enough of them merge together. They are extremely fast, will anticipate attacks, and can even temporarily climb and crawl up the sides of walls.

Fortress Ghouls

Fortress Ghouls are much larger and more dangerous than the Sentries. These nasty, hulking spirits can knock Ico across a room, temporarily stunning him while another drags the Princess away. They may attack in pairs while pounding Ico so furiously, he cannot counterattack. They also have the ability to fly and hover in the air, allowing them to steal away the Princess and fly her over to another location before you can reach her.

You'll encounter these spirits toward the end of your quest. If you look closely, you'll discover that these have horns like yourself. Although they don't want to attack you, these enslaved spirits will block your way from getting to the Queen.

Spirits from Generations Past

Getting Started: How to use this Guide

ICO: Prima's Official Strategy Guide is meant to be a constant companion on your quest to help Ico and Princess Yorda escape their treacherous and puzzle-filled prison. The humongous fortress that confines them is filled with deadly traps, hazards and obstacles, blocking their path to freedom. With this guide in hand, you will have all of the information you need, in an easy to use, room-by-room walk-through. Each and every one of the castle's brain-twisting puzzles, as well as the steps necessary to complete them, are described and outlined for you in detail. In addition, we have provided comprehensive explanations of how to control Ico, protect the Princess, and interact with the castle's hostile environment. Below are the basics to get you started. If you want to skip ahead and dive into the game, these explanations are also included in the body of the walk-through.

Manipulating Ico:

Ico is a very versatile character. He has a host of attributes that include jumping, grappling, climbing, pulling, pushing, fighting. As well as the unique ability to call and lead others by the hand. This is an integral part of the game and you will need to master all of these attributes and abilities if you want to escape the castle alive.

Running/Walking:



You can move Ico through his environments and surroundings with the left Analog Stick. By pressing it in any given direction, Ico will move correspondingly. If you press the stick lightly, Ico will walk slowly. If you press it all the way in any given direction, he will run. Often times, you will be navigating tricky and perilous areas, such as thin pipes, high ledges, and small platforms, and you will need to carefully guide him through these areas with the right amount of finesse.



Jumping:



There will be many instances where Ico will be required to jump across large gaps or up onto a ledge above. You can jump straight up by pressing the Climb/Jump (△) button while at a standstill. To jump a distance, get a running start by pressing on the left Analog Stick and then press the Climb/Jump (△) button. You can also jump backwards off of certain items, such as ladders and ledges, when it's appropriate. If you climb up or grab onto an item and there is a ledge or another item (such as a chain) behind you, try pressing the Jump (△) button to leap backwards.



Climbing and Swinging:



You will find a variety of objects throughout the castle that you can climb and shimmy up, such as chains, ropes, pipes and ladders. Some of these will be hanging from a ceiling and require a jump to grab. To do so, press the Climb/Jump (△) button when you are directly underneath or lined up with it, and then press up on the left Analog Stick to ascend. You can also swing on some of these objects (ropes, chains), which requires you to first stop your ascent, then press and hold the Action (○) button to start swinging. You can jump off of them by pressing the Climb/Jump (△) button at the precise moment when you want to let go.



Grappling and Edging:

There will be many instances during your quest to escape from the castle that will require Ico to grapple along ledges, pipes and other objects in order to get across otherwise impassable areas. If you come to what looks like a dead end or impasse, look around to see if there is something you can jump up and grab, then grapple hand-over-hand across to the other side. To do so, press the Jump (Δ) button when standing in front of or underneath the pipe, ledge, object, etc., to grab hold of it, and then press the left Analog Stick in the direction you want to grapple. To let go when you have reached the other side, just press the X button. Ico can also edge across some of these objects when they are up against a wall. To do so, first jump up and grab the object (such as a ledge) by pressing the Climb/Jump (Δ) button, then press it again to climb up onto it, and then edge Ico across it by pressing the left Analog Stick in the direction you want him to move.

**Pushing and Pulling Objects:**

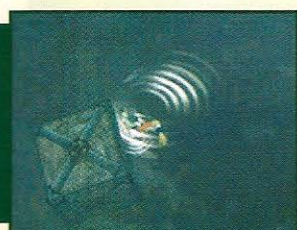
Certain items and objects, such as crates, statues, etc., can be pushed or pulled. Often times you will need to move an item to use it to climb up to an otherwise unreachable ledge. Other times, objects can be moved to reveal items underneath, or to activate and solve certain puzzles. The general rule of thumb is if an object looks like it can be moved or manipulated, it probably can. To push/pull an object, stand in front of it, press and hold the Action (\odot) button, and then move the left analog stick either away or toward the item.

Pulling Switches and Levers:

You can interact with various objects in his world by standing next to them and then pressing the Action (\odot) button. These include switches and levers, which are typically found attached to walls or built into devices on the ground.

Swimming:

You can swim and tread water with no problem, but Yorda can't. To swim, just hop into the water and press the left Analog stick in the direction you want to paddle. You will only be able to exit the water where it is low enough for you to climb out.

Moving Objects in Water:

You can manipulate objects in water by swimming up against them and then holding down the Action (\odot) button. As long as you are holding down the Action button, you can push the item in the water while you are swimming. It's not an easy task though, as the water has accurate physics, and the objects can and will float away or twist and turn with the current.

Surveying The Environment:



You can manipulate your view via the right Analog Stick. This action gives you a greater perspective of his surrounding environment, allowing you to see a large portion of the area you are in. To do so at any time, move the right Analog Stick in any direction, and the camera in the game will pivot around in conjunction with your movements. You will only be able to go so far up, down, left and right, just as you would if you were moving your own head around. You can also use the camera to zoom in and focus on you and your environment by pressing and holding down on the Zoom (**R2**) button. This feature will come in handy when you want to get a closer look at your surroundings. Again, while zoomed in, you can manipulate the camera by moving the right Analog Stick.



Fighting:

You are going to need to become adept at fighting off these shadowy spirits if you want to keep Princess Yorda safe, as they will stop at nothing to grab and whisk her away if given the opportunity. If they succeed in taking her down into the portal from which they appeared, your quest will be over. There are precious few items that can be used as weapons in the castle, although you find one, a piece of wood, right off the bat. If you don't grab the wood debris, you can use your body as a weapon as well.



1: To use your body to fight off enemies, press the Attack (**□**) button when in close proximity of a shadowy creature and you will charge at them with your horns. This attack is slow and gives the creatures the chance to block it.

2: To use a weapon, such as the piece of wood or sword (which you will find later in the game), first pick it up by standing next to it and pressing the Action (**○**) button, then swinging it by pressing the Attack (**□**) button when in close proximity of a creature. Pressing it once will allow you to execute a single swing of the weapon. Pressing it multiple times while moving the Analog Stick in the direction of a creature will allow you to execute a combo series of three swings.



3: The shadowy creatures will attempt to swipe at you. One direct hit will send you sprawling across the floor, temporarily dazing you, and giving them a few precious seconds to grab Princess Yorda if she is close by. You can't block their attacks, but you can try to avoid them by running away after scoring a few direct hits. You'll know when an enemy has been eliminated as its glowing blue eyes will extinguish, and you'll know when multiple enemies are gone for good as the eerie sound that accompanies their appearance will fade out.



Using Bombs:



You will need to use bombs infrequently throughout your adventure through the castle. You can pick them up and take them just about anywhere with you by standing in front of one, and then pressing the Action (**○**) button to bend down and lift it up. To place a bomb back down on the floor, just press the Action (**○**) button once more while standing still. To throw a bomb, press the Action (**○**) button while pressing the left Analog stick in the direction you want to throw it. In order to ignite a bomb, you will need to light it on fire. To do so, either use the board you find during your quest or hold it next to a torch that is at body level. In order to use your board, you must first light it on fire by pressing the Action (**○**) button when next to a torch. Then, walk over to where you placed the bomb and move the lit board over the wick. You will only have a few seconds before it explodes, so it's a good idea to run away or throw the bomb at your intended target. You can use a lit bomb as a weapon against the spirits, although it's not recommended.



Protecting Princess Yorda:

You can take care of Princess Yorda by keeping an eye on her at all times and never leaving her side for more than a minute. In order to do so, you will need to lead her by the hand and keep her close by. By pressing and holding the Call/Hold (**R1**) button, you can execute a variety of these functions.

Holding hands:



To grab and hold Princess Yorda's hand, press the Call/Hold button when you are standing right next to her. You can now lead her around by the hand and she will keep hold of your's, unless you drop down from a short height or jump up, which will cause her to let go. You can also let go of her hand by pressing the Call/Hold (**R1**) button once again.

Calling Princess Yorda:



If she is not standing right next to you, you can call her over by pressing and holding the Call/Hold (**R1**) button. If you keep it held down, the camera will shift to her, and she will come running over to you. Often times, she will hesitate or take a little time to make her way to you (running around obstacles, climbing up or down ladders, etc.); just keep the Call/Hold (**R1**) button held down and she will eventually find you. There are certain obstacles she can not navigate, such as climbing up chains, crossing large gaps, etc., and you will be required to figure out other ways to get her through/across.

Climbing and Pulling Her Up:



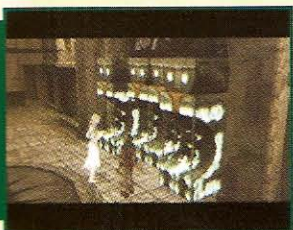
While Princess Yorda is weaker and more fragile than you, she is not exactly helpless and can actually hold her own in many instances. To get her up and over certain objects and ledges, you can either pull her up or have her attempt to do it herself. To pull her up and over a ledge, first climb up, and then turn around and press and hold the Call/Hold (**R1**) button. If you are in the right position, you will hold out your hand and she will jump up and grab it — just keep holding down the button and you will pull her up. You can also have her pull herself up by standing back a bit and holding down the Call/Hold (**R1**) button. If the height is not too great, she will jump up and slowly pull herself over.

Catching the Princess:

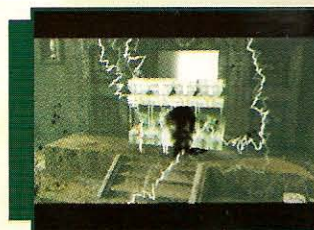


Due to her diminished strength, there will be many hazards, gaps, holes and pitfalls Princess Yorda won't be able to jump across on her own. To help her out in these situations, leap across these areas yourself first (by getting a running start and pressing the Jump (**△**) button at the last moment), turn to face her, and then press and hold down the Call/Hold (**R1**) button — you will offer up your hand to catch her. She will hesitate at first, but will eventually attempt a jump, not quite making the gap, but grabbing and holding onto your hand in the process. Just keep the Call/Hold button depressed and you will catch her fall. Now, with the Call/Hold button still pressed down, just move the left Analog stick in the direction you want to pull her up and she will be lifted up and out of danger.

Manipulating Idol doorways:



Princess Yorda possesses a magical energy that will allow her to interact with these strange Idol obstructions, as well as other magic-related items and objects throughout the castle. You will know if she can interact with them if they start to glow when she is near. You can also use Princess Yorda's magical energy in conjunction with the stone idols to obliterate any shadowy creatures attacking you. If you are attacked and can get to a closed set of idols with Princess Yorda in hand, the magical energy she uses to part them will shoot out and obliterate the creatures surrounding you. Once this happens, the energy's residue will keep the creatures from reappearing.



Chapter 1 Boy meets Girl

Now that you have freed yourself from your encased prison, your only goal is to escape from the castle and your captors. That strange premonition you had when you hit your head on the floor could be just a passing nightmare or, more likely, a bizarre reality. If so, you can't leave that wispy, mysterious girl helplessly trapped in a cage.

The first chapter of this book will help you come to grips with navigating through the castle, battling the aggressive shadowy spirits, and learning how to take care of the girl you'll come to know as Princess Yorda.

The Chamber:



When you regain consciousness, you'll find yourself in a huge chamber of the mysterious castle. Take a moment to look around and get your bearings. There are over fifty jars lining the chamber's walls. Could each one hold the remains of a horned boy from generations past? The chamber is completely enclosed and, while you'll find multiple doors along various walls in here, there is only one that will lead you out of the area and into the next. This doorway is located at the far end of the room underneath and between the three staircases. It is shut and locked tight for the moment, but there is a way to open it.

Surveying the environment:



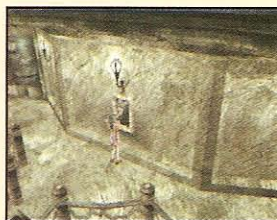
You can manipulate your view via the right Analog Thumbstick. This action gives you a greater perspective of your surrounding environment, allowing you to see a large portion of the area you are in. To do so at any time, move the right Analog Stick in any direction, and the camera in the game will pivot around along with your movements. You will only be able to go so far up, down, left and right, just as you would if you were moving your own head around.

You can also use the camera to zoom in and focus on you and your environment by pressing and holding down on the Zoom (**R2**) button. This feature will come in handy when you want to get a closer look at your surroundings. Again, while zoomed in, you can manipulate the camera by moving the right Analog Thumbstick.



Take the middle set of stairs up to the second level of the chamber and directly to the well-lit area in the middle (right where the middle staircase lets off). Against the wall here is a lever that can be pulled by pressing the Action (**○**) button. Upon doing so, the door below will automatically open. Head back down the stairs and duck through it.

Pulling switches and levers:

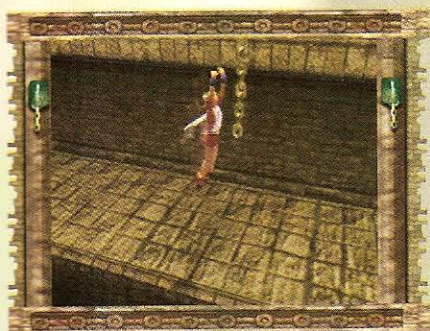


You can interact with various objects in his world by standing next to them and then pressing the Action (**○**) button. These include switches and levers, which are typically found attached to walls or built into devices on the ground.

The Warehouse



This next room holds some stacked crates in one corner and a chain dangling from the ceiling toward the far, window-lined wall. The crackling torches throw strange shadows against the cold stone walls, making you want to keep moving before you lose your resolve. Climb up the stack of wood posts by pressing the Climb/Jump (▲) button next to them and then climb up the to the ledge by repeating the action. You should now be on the platform underneath the chain.



You can jump up and grab the chain by pressing the Climb/Jump (▲) button when you are directly underneath it, and then climb up it by pressing up on the left Analog Thumbstick.

Climbing and swinging:



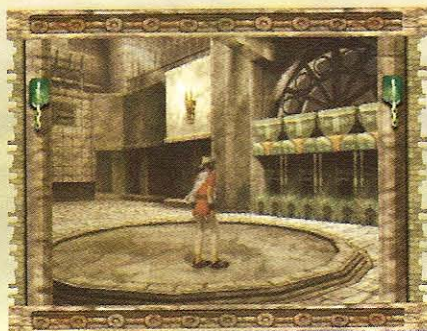
You will find a variety of objects throughout the castle that you can climb and shimmy up, such as chains, ropes, pipes and ladders. Some of these will be hanging from a ceiling and require a jump to grab. To do so, press the Climb/Jump (▲) button when you are directly underneath or lined up with it, and then press up on the left Analog Thumbstick to ascend. You can also swing on some of

these objects (ropes, chains), which requires you to first stop your ascent, then press and hold the Action (○) button to start swinging. You can jump off by pressing the Climb/Jump (▲) button at the precise moment when you want to let go.

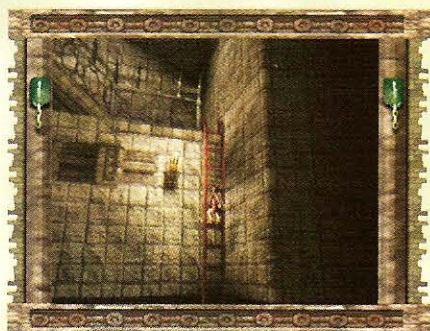


The goal here is to get yourself up and through the middle window against the far wall. To do so, stop climbing about mid-way up the chain (you should be able to see the open, middle window directly in front of you) and press and hold the Action (○) button. As you do so, you will start the chain swaying back and forth. The longer you hold down the button, the more momentum you'll gain. After two or three swings, jump off the chain and toward the window by pressing the Climb/Jump (▲) button. Make sure to time your jump so you are moving toward the window and not away. You should land either on the platform below the window, the actual ledge of the window, or even through the window (depending on how high up on the chain you are and how fast you are swinging). Either way, you want to climb up and through, and into the next room. Use the Climb/Jump (▲) button if you need to climb up and through and drop down into the next area.

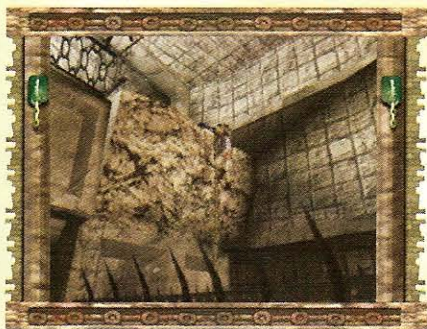
The Dome



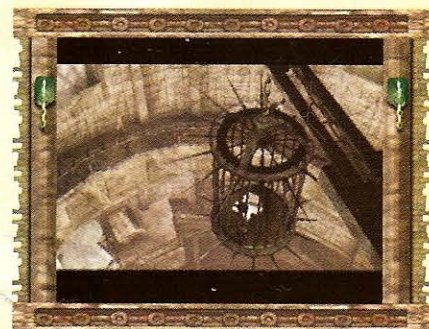
Take a second to look around this massive room, which is several stories tall and capped with a dome at the top. The room is lined with a staircase that winds up and around it leading all the way to the top. There is also a strange set of Idols against the far wall blocking your path, as well as two ladders against the left and right sides of the room.



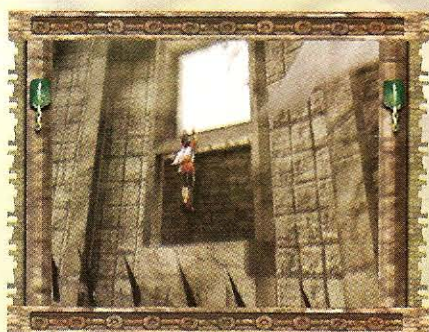
Climb up the ladder on Ico's right and onto the platform above. To climb the ladder, simply walk up to it and press up on the left Analog Thumbstick.



From here, you'll find the start of the spiral stairway. Start climbing — it's a very long trek. Somewhere in the middle of your ascent, you'll find a landing with a chain hanging from above. Jump up and grab the chain by pressing the Climb/Jump (△) button and then climb up to the next level. Continue making your way up and around the large, domed room until you spy the cage you dreamt about earlier.



You find, quite literally, the girl of your dreams trapped inside. It's going to be up to you to get her down. Since the staircase up here has been damaged and, as a result, quite impassable, you are going to have to find another way to get across and one step closer to freeing her.



Against the wall to your right is an open window. You can climb up to it by pressing up against the wall underneath and then jumping up and grabbing the ledge with the press of the Climb/Jump (△) button. Another press of the Climb/Jump button will make you pull yourself up onto the window's ledge, and two more presses will get you up and over it.



You are now outside, high up on one of the castle's enormous towers. While the whipping sting of the salty sea air against your face is a reminder of the freedom that awaits, you still have to rescue that strange girl. You can drop down to the ledge below and then on to the floor. If you proceed to follow the tower around to your left, you'll find the last window is also open. Use the Climb/Jump (△) button once again to get you up and through.



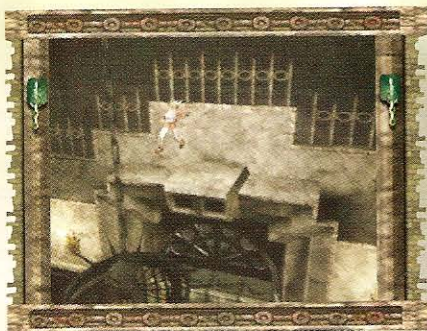
You'll find yourself back inside the domed tower, on the other side of the dilapidated staircase. Follow the pathway around to the left and you'll spy a lever attached to a device at the end that can be pulled and activated. You can pull it by pressing the Action (○) button which, in turn, causes the girl's cage to be lowered down via a chain all the way to the castle floor below. Now, just retrace your steps backward all the way back down to the floor.



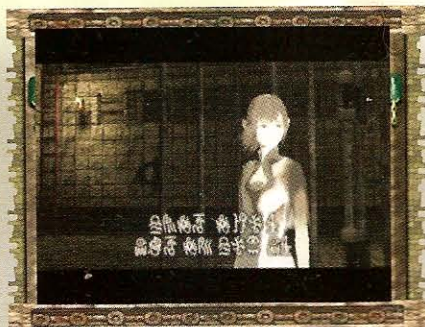
At the bottom, if you head to the center of the room, you'll find the caged girl hanging just out of your grasp. You are going to need to find a way to lower the cage all the way to the floor.



Head over to the other ladder in the room and climb up to the ledge above. There is no staircase here, but you can follow the ledge around and then take the even smaller ledge to the right. If you continue on this small pathway, you'll find yourself on a platform above the strange idols and at eye level with the hanging cage.



Position yourself exactly in the middle of the platform and take a running leap over (by running toward it and pressing the Climb/Jump button just before you reach the ledge) and onto the hanging cage. Your weight should be enough to break one of the connecting chain's links, sending the cage crashing down to the floor (along with some debris) and freeing the girl in the process.



She speaks a strange language that you've never heard before and, as she walks toward you, you feel a shift in the air and the sense of danger near.



From behind, a strange, shadowy spirit appears from a dark portal in the ground, grabbing the girl before you even get the chance to stand up. If given the chance, the spirit will take her down into the portal. You need to stop this from happening at any cost.



You can opt to quickly chase it down (it heads diagonally to the left) and knock the girl free from its grasp with a shoulder charge by hitting the Attack (■) button.



Or, you can grab the piece of burning wood debris that came crashing down along with the cage by running over to it and pressing the Action (○) button to pick it up. It can be used as a weapon, but grabbing it will give the spirit a good head start on you.

Fighting:

You are going to need to become adept at fighting off these shadowy spirits if you want to keep the girl safe, as they will stop at nothing to grab and whisk her away if given the opportunity. If they succeed in taking her down into the portal from which they appeared, your quest will be over. There are precious few items that can be used as weapons in the castle, although you find one, a piece of wood, right off the bat. If you don't grab the wood debris, you can use your body as a weapon as well.



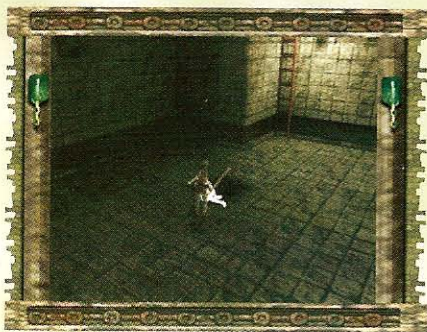
1: To use your body to fight off enemies, press the Attack (■) button when in close proximity to a shadowy spirit and you will charge at them with your shoulder. This attack is slow and gives the spirits the chance to block it.



2: To use a weapon, such as the piece of wood or sword (which you will find later in the game), first pick it up by standing next to it and pressing the Action (○) button, then swing it by pressing the Attack (■) button when in close proximity to a spirit. Pressing it once will allow you to execute a single swing of the weapon. Pressing it multiple times while moving the Analog Stick in the direction of a spirit will allow you to execute a combo series of three swings.



3: The shadowy spirits will attempt to swipe at you. One direct hit will send you sprawling across the floor, temporarily dazing you, and giving them a few precious seconds to grab the girl if she is close by. You can't block their attacks, but you can try to avoid them by running away after scoring a few direct hits. You'll know when an enemy has been eliminated as its glowing blue eyes will extinguish, and you'll know when multiple enemies are gone for good as the eerie sound that accompanies their appearance will fade out.



Either way, follow the spirit to its portal and either defeat it with your attacks, or let it go through, leaving the girl half submerged and fighting for her life. You should be able to quickly grab the girl from her shadowy grave by standing next to her and pressing the Call/Hold (**R1**) button.



If you're quick enough, you will pull her free, saving her from recapture. It's evident that someone or something does not want her to leave the castle. You must keep your eye on her at all costs. If you didn't extinguish the shadowy spirit before, it might reappear. Make sure to take it out.

Caretaking:



You can take care of the girl by keeping an eye on her at all times and never leaving her side for more than a minute. In order to do so, you will need to lead her by the hand and keep her close by. By pressing and holding the Call/Hold (**R1**) button, you can execute a variety of these functions.

- 1: Holding hands — To grab and hold the girl's hand, press the Call/Hold button when you are standing right next to her. You can now lead her around by the hand, and she will keep hold of your's, unless you drop down from a short height or jump up, which will cause her to let go. You can also let go of her hand by pressing the Call/Hold (**R1**) button once again.
- 2: Calling the girl — If she is not standing right next to you, you can call her over by pressing and holding the Call/Hold (**R1**) button. If you hold it down, the camera will shift to her, and she will come running over to you. Often times, she will hesitate or take a little time to make her way to you (running around obstacles, climbing up or down ladders, etc.); just keep the Call/Hold (**R1**) button held down and she will eventually find you. There are certain obstacles she can not navigate, such as climbing up chains, crossing large gaps, etc., and you will be required to figure out other ways to get her through/across.

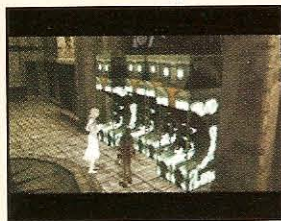


Now that she is safe for the moment, keep hold of her hand and head back to where you fell from the cage. If you didn't pick it up earlier, make sure you grab the wooden board that came crashing down with the cage. You can pick it up by pressing the Action (**○**) button. You now have a very crude but handy weapon. Keep hold of it at all costs, as it will be a very important tool as you progress through the castle. Hand in hand, walk over to those strange stone Idols in front of the cage.



You might have noticed that they part when exposed to a form of magical energy (one of the village elders used a sword with magical powers to open them when they brought you to the castle). The girl seems to be imbued with this strange magic and, by just standing in their vicinity, she can activate them at will revealing an exit from the dome.

Manipulating Idol doorways:

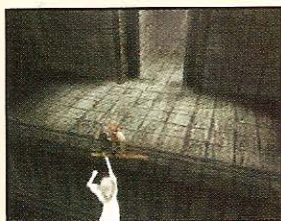


The girl is infused with a magical energy that will allow her to interact with these strange Idol obstructions, as well as other magic-related items and objects throughout the castle. You will know if she can interact with certain objects if they glow when she is near.



You can see the opening, hopefully leading to freedom, just beyond this access way. With the girl in tow, press the Climb/Jump (**△**) button to climb the small ledge. If you are holding her hand, you will pull her up right after you. If you aren't holding her hand, she will climb up on her own.

Climbing and pulling up and over ledges:



While the girl is weaker and more fragile than you, she is not exactly helpless and can actually hold her own in many instances. To get her up and over certain objects and ledges, you can either pull her up or have her attempt to do it herself. To pull her up and over a ledge, first climb up and then turn around and press and hold the Call/Hold (**R1**) button. If you are in the right

position, you will hold out your hand and she will jump up and grab it — just keep holding down the button and you will pull her up. You can also have her pull herself up by standing back a bit and holding down the Call/Hold (**R1**) button. If the height is not too great, she will jump up and slowly pull herself over.



The next ledge is a bit higher, but the two of you should be able to climb it with no problem. There are two ways to get her up and over it. The first is to jump and climb up it yourself, then instantly turn around and press and hold the Call/Hold (**R1**) button. By doing so, you will reach down and hold out your hand for her to grab. She will then jump up and grab it, letting you pull her up the rest of the way. If you keep the Call/Hold (**R1**) button down the whole time, you will pull her up and keep hold of her hand.

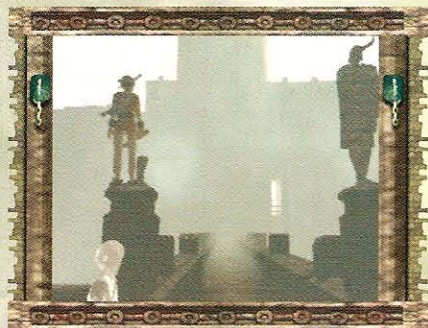


You can also have her climb up by herself. This height is about the limit she will be able to do on her own. Just stand from the ledge a bit and hold down the Call/Hold (**R1**) button. She will find the best position to climb from and then slowly pull herself up and over the ledge. Often times, it is faster to pull her up yourself. Once you and the girl are up and over, head through the opening and outside.

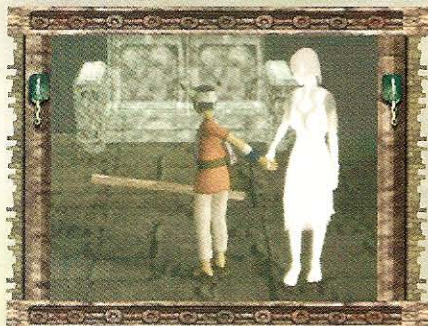
Chapter 2 An Evil Place

You'll come to find very quickly that the castle is not a friendly place. Old and decrepit, filled with ominous shadows, strange, unexplainable happenings and a foreboding sense of dread and danger, you are going to have to keep up your guard, as well as your wits about you, if you want to survive and escape.

The Old Bridge:

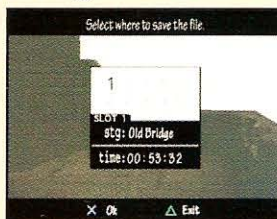


Go through to the outside. You'll find yourselves facing a long stone bridge shrouded in fog, spanning a gap to another part of the castle. The remnants of two guardian statues sit atop small pillars on either side of the bridge. The one on the right is still fairly intact and looks like it once had horns. Could this be one of your ancestors? Did they once rule the castle and the surrounding countryside ages ago?



Before continuing on, take notice of the stone couch set against the wall to the left. If the two of you approach it together, it glows. If the two of you sit on it (by standing directly in front of it), you will be prompted to save your game. Go ahead and do so.

Saving and Stone Couches:



These stone couches act as save portals and can only be activated if both you and the girl are sitting on them together. They can be found throughout the castle in key areas and it is recommended that you save each and every time you come across one. When you and the girl sit together on the stone couch, the game will read your Memory Card, and will offer you an option to save. You can

have up to ten save slots at one time, or can overwrite a previous save file if you like. The save screen also provides some useful information, such as the name of the area you and the girl are in, and the amount of time you've been playing so far. When you are done saving, you can get up and off the couch by pressing in any direction on the left Analog Thumbstick.



Hold the girl's hand and start across the bridge. You'll notice it's old and decrepit, with cracks and chunks missing in some sections. About half way across, a portion of the bridge gives way, almost taking the girl with it. As long as you are holding her hand, she is safe and will pull herself back up. That will most likely be the first of many close calls on your quest for freedom.



The remainder of your short journey across the old bridge goes without incident and the girl will activate the Idol barriers at the opposite end. When they part, they reveal a small raised plate on the floor. This plate, when stepped on, will lower into the ground from your weight, opening the door in front of it. You can then go through the opened doorway before the plate raises, closing the door behind you in the process.

The Proto:



This sun-lit room has a short staircase in the middle which acts as a bridge over a small, water-filled aqueduct. There are also a variety of objects in the room, including a set of small barrels in the left-hand corner and a few larger ones across the way. There is also a wooden crate sitting down in the aqueduct on the left hand side.



If you move toward the staircase, another portal opens and more shadowy enemies appear. The small, spider-like spirits are more of a nuisance than a threat. They won't harm the girl, but they will keep the two of you from getting out of this room.

Spider Wraiths:



These shadowy Spider Wraiths will swarm around the girl and take great pains to avoid you and your attacks. The easiest way to eliminate them is to get one (or two) in your sights and then chase it down while swinging your weapon with the Attack (⬢) button. One direct hit will cause it to dissipate.

The spiders

are generally harmless, but if multiple spiders clump together, they will form a humanoid spirit that is capable of carrying the girl away. Try to eliminate them as quickly as possible and keep an eye on the girl at all times.

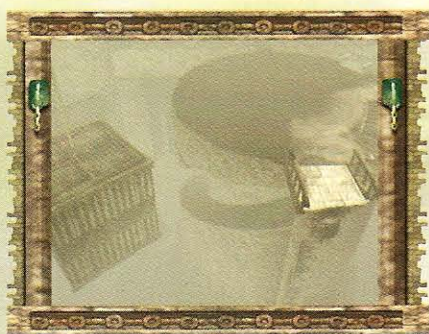


When the room has been cleared of enemies, hop down into the left side of the aqueduct (the side with the wooden crate in it) and push/pull it in any given direction by pressing the Action (⊙) button when standing in front of it and moving the left analog stick either away or toward the crate. Doing so will activate a plate in the floor that was underneath the crate. This plate, in turn, raises a set of stairs against the right-hand wall in the room.

Pushing & Pulling:



Certain items and objects, such as crates, statues, etc., can be pushed or pulled. Often times you will need to move an item to use it to climb up to an otherwise unreachable ledge. Other times, objects can be moved to reveal items underneath, or to activate and solve certain puzzles. The general rule of thumb is if an object looks like it can be moved or manipulated, it probably can. To push/pull an object, stand in front of it, press and hold the Action (⊙) button, and then move the left analog stick either away or toward the item.

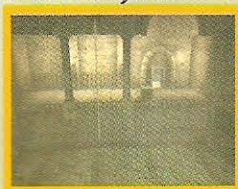


There are two exits out of the Proto. The door against the far wall can be opened by standing on the floor plate in front of it. This will lead the two of you back outside, but you'll find that it's a very short trip. On the other side of the door is a portion of a bridge that must have collapsed some time ago. If you look out to the left, you'll see a circular tower and a large crane supporting a hanging crate off in the distance.



Since this way is a dead end, go back inside and take the stairs against the wall up and out of the Proto. Follow the walkway around and through the doorway at the end. This will lead you into the main hall.

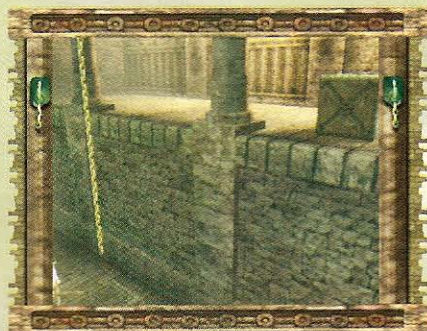
The Main Hall:



The pathway will lead you to a closed door with no floor plate in front of it to open it — you are going to have to find another way to get around or through. Let go of the girl's hand and climb up onto the small railing to the right of the pathway. You can safely drop down to the floor below (although it will probably hurt a bit) by slowly walking off the railing (you will drop and grab hold), and then pressing the X button to let go.



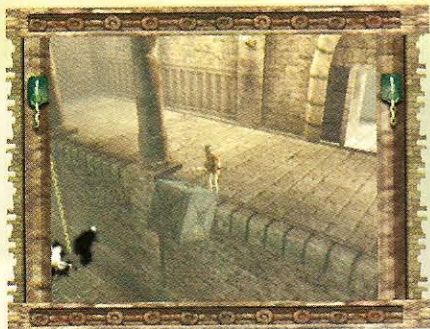
Run forward up the small set of stairs and then climb up the next small ledge. In the left-hand corner of the Hall you'll find a lever. Pull it and it will open the door back up above. Call the girl down by pressing the Call/Hold (**R1**) button and she will come running to you. Grab her hand and move on.



Head down the two small sets of stairs in the center of the room and you'll find a chain hanging from the ceiling off to the right. If you take a look above, you'll find a doorway leading out of the Hall, as well as a crate. Unfortunately, the girl is unable to climb the chain, so you need to find another way to get her up there.



Let go of her hand and jump up and climb the chain. When you have climbed up enough to be foot level with the ledge above, start swinging back and forth (by pressing and holding the Action (**○**) button), and jumping off at the apex of your swing (by pressing the Jump (**△**) button).



Quickly push the crate off the ledge and down to the floor below. You can use it as a platform to lift the girl up and onto the ledge. As you do so, another portal appears and a slew of shadowy spirits come spilling out.

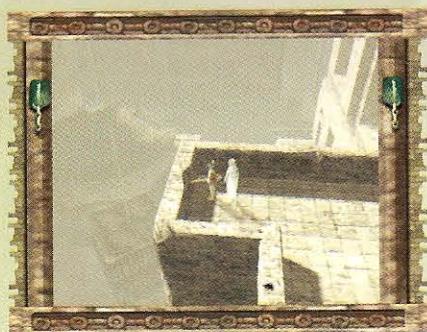


Don't hesitate to jump down to the floor and start attacking. If one of them manages to grab the girl and take her down into the portal, make sure you quickly pull her out by pressing the Call/Hold (**R1**) button right next to her. Extinguish all of the spirits until they stop appearing and then climb back up the chain and onto the ledge, leaving the girl waiting below.

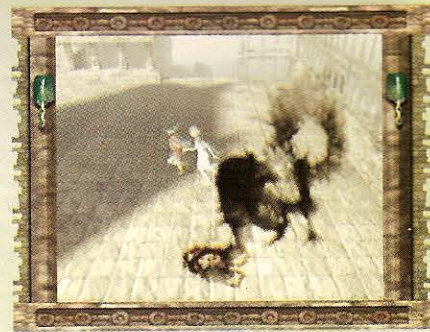


Move over to the general vicinity of where you pushed the crate over and press and hold the Call/Hold (**R1**) button. You should lean over the ledge and hold out your hand for the girl to grab. She will, in turn, hop up onto the crate and then jump and take your hand. Keep the Call/Hold (**R1**) button depressed until you pull her up and onto the ledge. Now just exit through the doorway hand-in-hand.

The Periphery Wall:



Take the long stairway up the side of the castle wall to the landing above. Up here, you will find a small lookout that affords you a better view of the castle and its surroundings. You'll see down and off in the distance the collapsed bridge, the circular tower and the large crane.



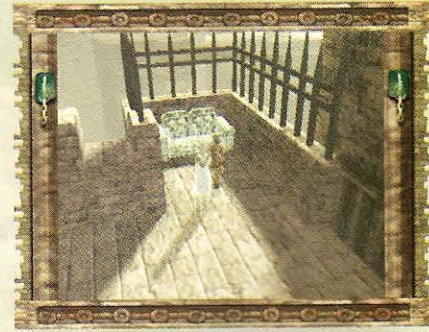
Take the next stairway up again to the castle roof. As you reach the top, you'll spy another portal appearing off in the distance with spirits coming out of it. These spirits take flight to get to the two of you quickly. What are these things?



The shadowy spirits seem to be getting more violent and aggressive, and they are taking on new forms. The large one will concentrate on trying to keep you detained while the two winged ones will try to grab the girl. If one does get her, they will fly her off to the portal. Try not to let this happen.



When you have extinguished them all, climb up the ladder attached to the small lookout tower here. When you reach the top, you will get an idea of how huge this castle really is. A sense of hopelessness fills your being, but you know you can't give up for the girl's sake.

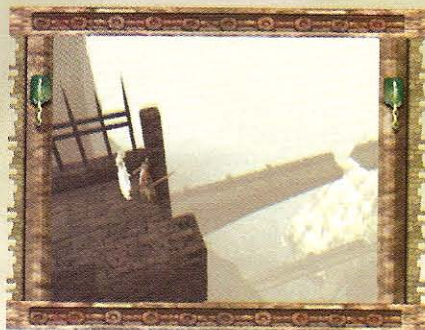


Before moving on, head toward the far wall and you'll find a small alcove with a stone couch set into it (just to the left of the lookout tower). Go ahead and save your game.

Chapter 3 The Great Chandelier

You've come to the reluctant realization that the deadly and evil forces residing in the castle are not going to let you and the girl leave without a fight. The spirits that spew from the floors are extremely aggressive, and seem intent on recapturing the girl at any cost. You are going to have to keep her at your side no matter what, as she seems to be the key to your survival, just as you are hers.

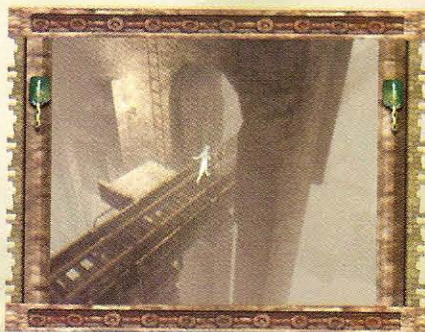
The Trolley:



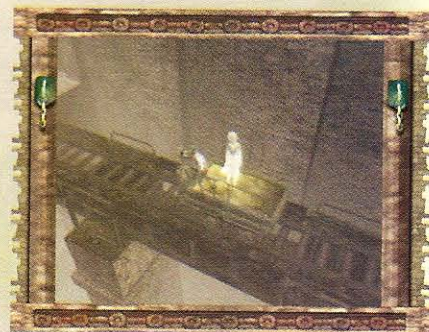
From the stone couch, head straight across the open area and down the staircase. You'll find a ladder here, leading down to a platform below. Before climbing down, take a look out to the left at the edge of the ledge, and you'll see the collapsed old bridge you crossed earlier — it seems so long ago.



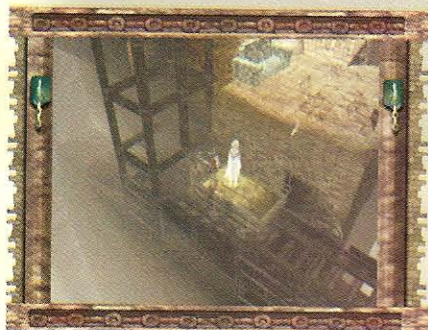
Climb down the ladder and, when at the bottom, stand back a bit and call the girl down. Make sure you hold down the Call/Hold button continuously until she reaches the bottom.



Down here, you'll notice a set of Trolley tracks. Take the girl by the hand and carefully walk out onto the tracks. You don't want to fall off or you'll fall to certain death. Now, take a left and follow the tracks under the archway until they come to an end. At the end, you'll find an abandoned Trolley car.



Climb onto the trolley car, then help her up. You can activate the car by pressing and holding down the Action button in front of the lever. To make it move forward, keep the Action button held down and press the left analog stick to the left. To make it move in reverse, press the left analog stick to the right. If you want to stop the Trolley car, let go of the stick or stop pressing the Action button. Go ahead and move the Trolley forward.



Don't worry about the girl falling off and don't worry about stopping until you reach your final destination (which is a ways off). Keep moving the Trolley forward, underneath and past the archway and around the curve. You will eventually come to a dead end and the Trolley will automatically stop.



From here, you can jump and pull yourself up to the ledge above, and then grab and pull the girl up (by pressing and holding down the Call/Hold button from the ledge's edge). There's a save couch here. Use it.

The Crane:



Before continuing on the pathway up here, look out toward the left and you'll see some sort of windmill down below and yet another part of the castle off in the distance. There is no end or exit in sight.



Follow the pathway with the girl in tow up and over a set of small ledges. As you climb, the girl will most likely keep hold of your hand and climb up after you. Make sure you walk slowly down the path, as there is a large chunk missing just a bit further up.



If you fall down this gap, it's certain death. You'll have to jump across, but the girl won't be able to jump with you. Let go of her hand, get a running start, and leap across to the other side.



Next, with a little encouragement, you can get her to leap across as well. Since she doesn't have the same strength as you, you will have to lend a helping hand. To do so, press and hold the Call/Hold button while facing her at the hole's edge.



She will then take a leap of faith and jump and grab hold of you as she misses the edge. If you keep the Call/Hold button depressed the whole time, you will catch her. Next, with the Call/Hold button still held down, push the left Analog stick in the direction you need pull her up from and she will be lifted to safety.

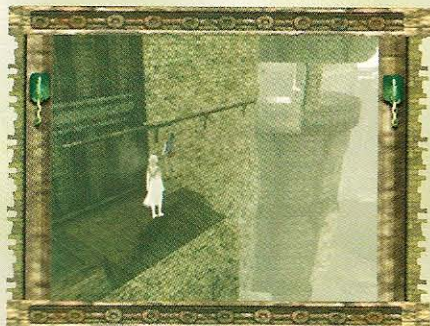
Catching:



down, just move the left Analog stick in the direction you want to pull her up and she will be lifted up and out of danger.

Due to her diminished strength, there will be many hazards, gaps, holes and pitfalls that the girl won't be able to jump across on her own. To help her out in these situations, leap across these areas yourself first (by getting a running start and pressing the Jump (**△**) button at the last moment), turn to face her, and then press and hold down the Call/Hold (**R1**) button — you will offer up your hand to catch her. She will hesitate at first, but will eventually attempt a jump, not quite making the gap, but grabbing and holding onto your hand in the process. Just keep the Call/Hold button pressed and you will catch her. Now, with the Call/Hold button still pressed





Continue down the pathway until it abruptly ends. Just beyond is the crane and circular tower you've been spotting from the various lookouts in the castle. There is a pipe here against the wall that looks sturdy enough to hold your weight. You will be able to grapple across it, but the girl is not strong enough. You are unfortunately going to have to figure out another way to get her across the gap. Let go of the girl and jump up and grab the pipe by pressing the Jump (△) button when standing right in front of it.

Grappling:



There will be many instances during your quest to escape from the castle that will require you to grapple along ledges, pipes and other objects in order to get across otherwise impassable areas. If you come to what looks like a dead end or impasse, look around to see if there is something you can jump up and grab, then grapple hand-over-hand across to the other side. To do so, press the Jump (△) button when standing in front of or underneath the pipe, ledge, object, etc., to grab hold of it, and then press the left Analog stick in the direction you want to grapple. To let go when you have reached the other side, just press the X button.



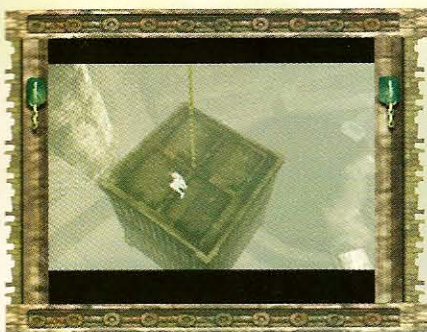
Grapple across the pipe by pressing toward the right with the left Analog stick. When you safely get to the other side, press the X button to drop down. You are now inside a small alcove. There is a lever here against the back wall, pull it.



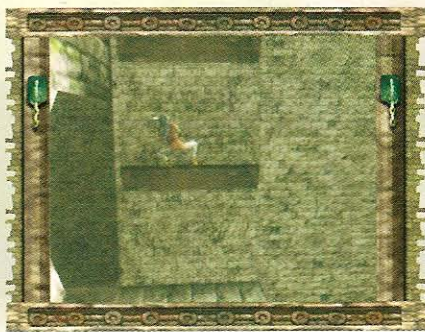
This activates the crane above, which raises the large crate and then swings it over toward the pathway where you left the girl. Now you need to figure out a way to get her across to the other side. Head back across the pipe and to the girl.



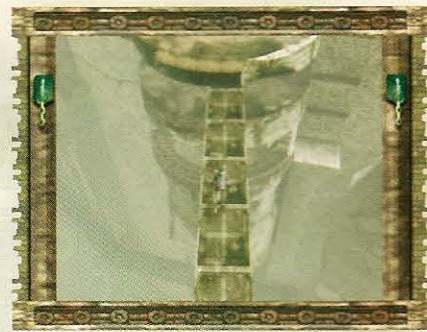
When you get there, you'll notice that the crate is very close to the pathway. Jump over to it, then call her over from the edge. You will hold out your hand to grab her, but she will most likely make the jump without your helping hand. Grab her hand and move her into the center of the crate, then let go and jump back to the pathway.



Traverse the pipe one more time and then pull the lever again. This time the crate swings back across to the opposite side and then lowers down to its original position, right in front of the circular tower. Now you have to get down there .



If you exit the alcove to the right, you'll find yourself on a small ledge with a few boards fastened against the castle wall. You can jump up, grab one, and then use them as a makeshift ladder to get you all of the way up to the top of the crane.



If you move out onto the center of the roof of the crane, you'll find that you can actually walk onto the crane's extended arm. Slowly and carefully do so. When you get to the end, you'll see the chain holding the crate below as well as the girl who looks like a tiny ant. It looks like you are going to have to shimmy down the chain to the crate below.



Slowly walk off the end of the crane's arm, turn around and lower yourself down. Next, just shimmy down the chain until you reach the crate and the girl at the bottom.



Having moved the crate back to its original position, you should be able to leap off it and onto the circular platform to the right. Leave the girl and do so from the closest point (depending on where you jump from, you might not quite make the leap, but will grab the edge and have to pull yourself up). Now, turn around, call the girl, and grab her hand when she attempts to jump across. Make sure not to let go of the Call/Hold (**R1**) button and press the left Analog stick in the opposite direction until she has been safely pulled up and onto the platform.



There is a stone save couch here, save before moving on through the doorway just beyond it to the left.

The Chandelier Room:



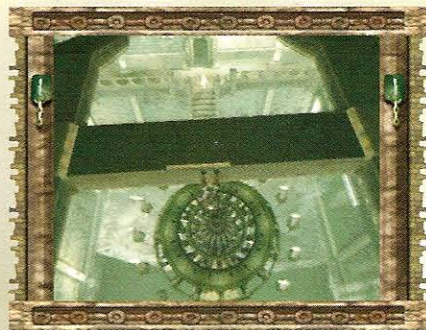
This next room must have once been majestic, complete with an opulent chandelier, brilliant sun-drenched windows and a large, elevated walkway. Now, it's just a crumbling, hollow mess of ruins, although the chandelier above remains lit. There is another doorway on the opposite side of the elevated walkway and there are pathways leading around the room on each side. Down on the floor below is another set of Idols blocking yet another open doorway — this is where you need to go. Leave the girl and make your way across the elevated walkway.



A large chunk of the walkway has fallen off, but you can easily leap across to the other side. The doorway leads out to a balcony which overlooks a courtyard — you don't need to go through it just yet. It's a temporary dead end right now, so you are going to have to find another path. Instead, go over to the window just to the right of the doorway and jump up and grab its ledge.



Climb up onto the sill, then move over to the right toward the middle window above. The window sill is very small, so you will have to slowly edge your way over. You can now grab and climb up onto the middle window's ledge. Repeat the process a third time with the window above and to the left, and then climb up onto the ledge above. There is a small ladder to the left here, which leads up onto the room's rafters.



Carefully follow the rafter toward the center of the room and up and over toward the chandelier below. When you get to the center rafter just above the chandelier, lower yourself over and down by slowly walking off of the ledge.



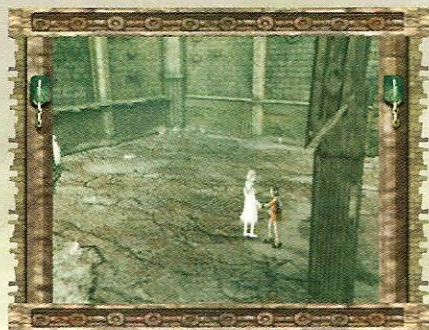
Drop down onto the chandelier and your weight causes it to snap its chain and send it crashing down to the floor below. As the chandelier falls, it hits the elevated walkway, weakening the support beam which braces it. You come crashing down with it as well, but luckily land on the walkway instead of the floor below.



Head back across the walkway to the right, grab hold of the girl where you left her, and then exit back out to the circular tower. Save your game again while you are here.



You might have noticed a small, spiral staircase winding down around the circular tower. Follow it all the way down and to the doorway below. Just outside of the door at the bottom is a group of three round objects which look like they could be bombs. Leave them for the moment and go through the door beyond.



You'll find yourselves on the bottom floor of the chandelier room, and you can see that the wooden support beam has snapped in half, but that it is still precariously bracing the elevated walkway above. There is also a small piece of the top part of the chandelier resting at the gap of the floor to the left, with a few candles still burning. You just might be able to use them to your advantage. Leave the girl behind and go back outside the doorway from which you just came.

Caretaking: Part Two



Leaving the girl behind and heading out of a room leaves the girl unprotected and vulnerable to attack from the shadowy spirits. If you exit a room without her, know that you have precious few seconds to return to her side before she is abducted and taken away (typically about a minute's time). Whenever you leave her alone, don't dawdle. Do whatever needs to be done and get back to her as quickly as possible. If she is abducted, you will hear her yelp and the camera will shift toward the room she is in.



Quickly pick up one of the three bombs here by pressing the Action (Ⓐ) button when standing directly in front of one. Head back through the door with it.

Using Bombs:



You will need to use bombs infrequently throughout your adventure. You can pick them up and take them with you just about anywhere by standing in front of one, and then pressing the Action (Ⓐ) button to bend down and lift it up. Unfortunately, they require both hands to carry, so often times you will have to leave the girl behind. To place a bomb back down on the floor, just press the Action (Ⓐ) button once more while standing still. To throw a bomb, press the Action (Ⓐ) button while pressing the left Analog stick in the direction you want to throw it.



There are two ways to ignite a bomb. The first (and safest) is to place it next to the object you want to blow up, and then use your board as a torch by pressing the Action (Ⓐ) button when standing in front of a fire source (torch, candle, etc.). Next, just walk over to the bomb and point your makeshift torch over the bomb's wick. Do so quickly, as your board will only stay lit for a few seconds. Once the wick is lit, make sure



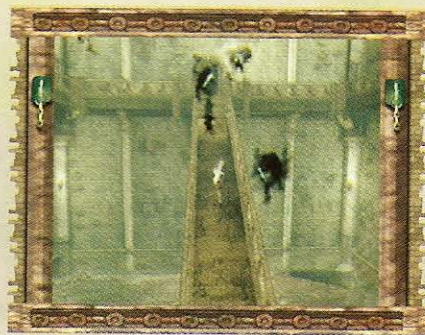
to run back a bit, so you won't get caught in the explosion's blast radius. You can also walk over to a fire source with the bomb in hand (if it is low enough) and light it by standing next to the flame. This will give you only a few seconds to get rid of the bomb before it explodes. If you mess up and needlessly explode a bomb, don't fret, they regenerate if you leave the room and re-enter.



Walk over to the wooden support beam and place the bomb right next to it, then head over to the chandelier and ignite your piece of wood by pressing the Action (Ⓐ) button when standing right next to one of the lit candles.

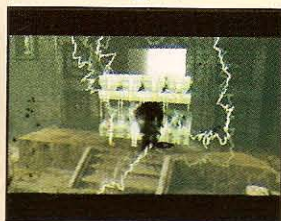


Quickly light the bomb's wick and then move out of the way (make sure to take the girl with you). It explodes, shattering the wooden support beam, and sending the elevated walkway crashing down to the floor below. You have now created a makeshift path that will allow you to get across the large gap in the floor and to the idol-blocked doorway beyond. Grab the girl, go out the door, climb up the spiral staircase and back through the doorway.



You can now run straight down the collapsed elevated pathway. As you do so, a portal opens and many flying shadow spirits appear. Make sure you have the girl by the hand and make a break for it!

Harnessing the Idols:



You can use the girl's magical energy in conjunction with the stone Idols to obliterate any shadowy spirits attacking you. If you are attacked and can get to a closed set of idols with the girl in hand, the magical energy she uses to part them aside will shoot out and obliterate the spirits surrounding you. Once this happens, the energy's residue will keep the spirits from reappearing.



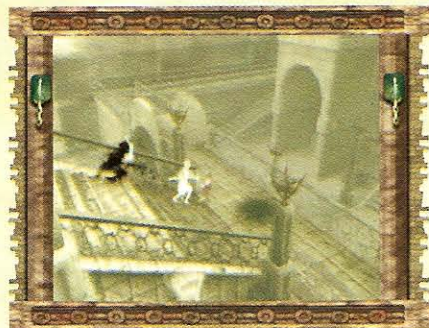
If you run all the way down the pathway and make it to the Idols before the spirits can get to you, the girl will move them aside and the residual energy will obliterate all of the spirits in the process. Now that the coast is clear, go through the doorway and out into the courtyard beyond.

Chapter 4 The Failed Escape

The more you explore this ancient fortress, the more evident it becomes that the castle itself is as much your enemy as the spirits residing within its intimidating walls. Each success you make is met with an even greater challenge, as every new hall, room, corridor and courtyard throws up a new obstacle for you and the girl to overcome. Is the nightmare almost over, or is it just beginning?



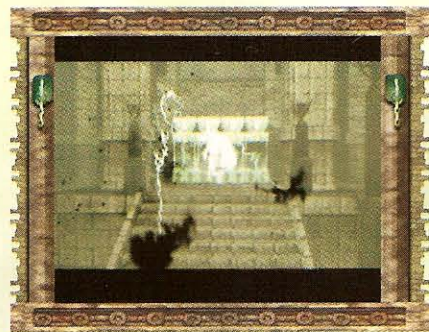
The Courtyard:



As you exit the chandelier room, you'll find yourselves in a courtyard with a few unmarked graves. There is a raised pathway here that branches off to the right and left, with both paths leading to the ground below. There is also a boarded up pathway directly to your left. As soon as you enter the area, you will be confronted with another group of shadowy spirits. Again, make a break for it! Head down the stairs and across the left path.



Follow the left pathway down to the floor below, staying one step ahead of the spirits. When you get to the floor, take an immediate right and head toward the center of the lower courtyard. You will know if you are on the right path if you find a cobblestone walkway, which leads down the center of the courtyard.



Take the stairs at the end of the cobblestone walkway, which lead to another set of Idols. If you can get there before the spirits can catch up to you, they will be obliterated by the energy. If not, you will have to make a stand and fight them off. When the girl parts the Idols, she runs through the open door, leaving you behind.

The Main Gate:



Follow her out and you'll find the exit from the castle grounds. There are two large gates that are wide open at the end of this large courtyard, but they start to close right before your eyes. You grab hold of the girl's hand and make a run for it, trying to get out before they close. Halfway across the field, the girl stumbles and falls, and a large shadowy figure appears behind her.



The figure takes on the form of a woman, who seems to speak the same language as the girl, but addresses you in your own. You find out that the girl's name is Yorda and she is the daughter of this woman. The woman also warns you to leave Yorda alone, giving you the impression that she won't let you take her with you. By the time she disappears, the gates have sealed shut. Before moving on, save your game with the stone couch in the left-hand corner of the field (by the gates).



Since the gates are now closed, and they are way too heavy to even think of pushing open, you are either going to have to figure another way out or another way to open them. It looks like, for the time being, you are going to have to backtrack a bit. Before heading back, take note of the strange set of stone altars lining the path to the gates.



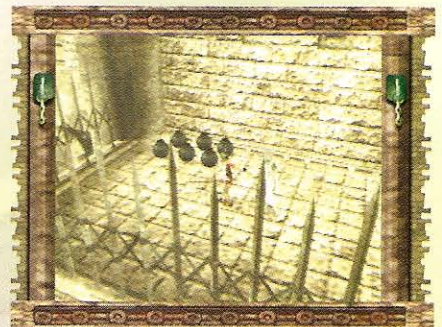
It looks like each one has some sort of handle fashioned at its base. Why not try pulling one and see what happens? Stand directly in front of an altar and press the Action (Ⓐ) button to grab hold of the handle, then press the left Analog stick the opposite way you are grabbing to pull it. You'll notice it slides along a small enclosed path until it hits the end and the basket resting on top drops down and clicks into place.



Nothing else happens, but you can repeat the process with the remaining seven altars. When you slide the last of the seven in place, all of the baskets ignite on fire. Grab Yorda and go through the doors at the end.



Back in the graveyard area, you'll notice that the baskets are on fire here as well. You can opt to explore the bottom area here if you like, as the spirits have all been eliminated. Where you need to go, however, is back up the stairs on either side of the courtyard and toward the doorway where you entered the area.



When you get back up to the top, you'll notice that there are a set of bombs to the left of the doorway. Let go of Yorda and grab one, then take it all the way over to the opposite end (to the right of the doorway) and drop it in front of the boarded up entrance.

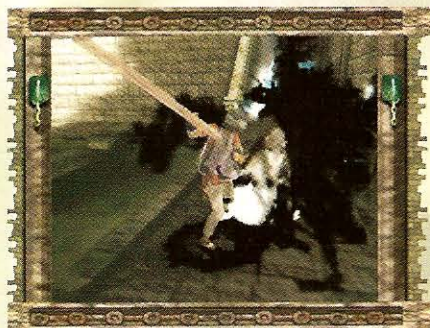


On either side of the doorway or stairs leading down there are lit baskets low enough for you to light your board. Light it, then run back over and light the bomb resting in front of the boarded up entrance. It explodes, shattering the boards in the process and giving you a new path to take.

The Graveyard:



Take Yorda and go through the now opened pathway and down the stairs beyond. There is a stone couch at the first landing, make sure you save your game before heading down the next set of stairs.



When you traverse down the next set of stairs, you'll be attacked by more shadow spirits. Unfortunately, there are no stone Idols to wipe them out, so you'll have to rely on your strength and wits — start swinging your weapon and don't let them take the girl down into the portal. You will have to fight at least three waves of spirits before the portal disappears.



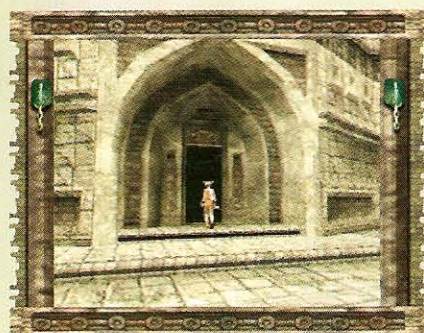
When the coast is clear, take the third set of stairs down to the bottom floor. You'll notice that there is a closed doorway, a set of graves, a crate against the back wall, and two square floor plates set in the ground on opposite sides of the doorway.



If you walk onto one of these floor plates, your weight will make it sink into the ground, but nothing happens. Perhaps if you weigh them both down... Walk Yorda onto one of the plates and then let go of her hand.

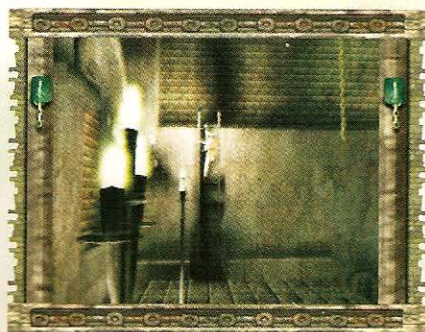


Next, run over and grab the wooden crate against the back wall. You can drag it just like you push it, by grabbing it with the Action (Ⓐ) button and then pressing the left Analog stick in the opposite direction. Drag it all the way down the path until it is resting on top of the second floor plate.



The weight of the crate lowers the second plate and, with Yorda on the other, the two lowered plates activate and open the door in the center. Since you need Yorda to keep the plate down in order to keep the door open, you will have to go into the next room without her.

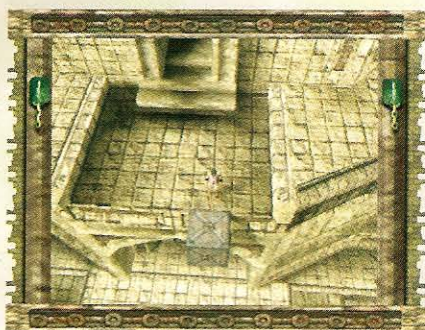
The Altar Room:



Remember, you only have a limited amount of time before Yorda will be abducted, so don't waste it. There is a ladder to your right, climb up it quickly.



Up here, you'll find a chain dangling from the ceiling. Align yourself directly with it and then hop and grab it. Climb up quickly, onto the ledge above, and out the doorway.



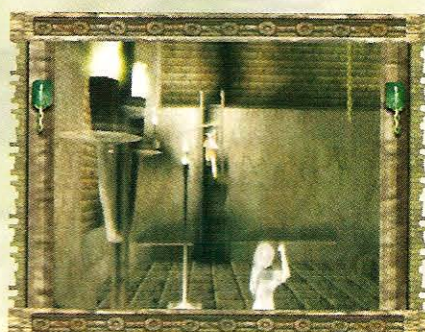
You are now on a balcony, overlooking the graveyard below. Yorda might have moved off the plate since you left her, so you are going to have to get down by dropping off of the balcony. The first thing you need to do is drop the wooden crate off the balcony to the floor below.



Next, you should quickly drop down onto the crate, as a new portal is opening and another batch of shadow spirits are pouring out. Defend Yorda and destroy the spirits before they can steal her away.



As soon as they have been eliminated, drag the second crate onto the empty floor plate where Yorda once stood. The weight of each of them should be enough to open the doorway once again, only this time you can bring Yorda with you.



The objective is to get up to the Idol-enclosed doorway on the opposite side of the altar room. At the moment, it is too high up for either of you to reach, so you need to find a way to get to it. Let go of Yorda and, once again, climb the ladder to the right.



Hop onto the chain and climb up it as well. You'll notice that there is a small gated ledge back behind you as you do. If you stop, you can manipulate the camera to get a glimpse of what is back there — a second doorway.



Go back through the door here and back out onto the balcony where you dropped the crate down a few moments ago. If you head to the left around the balcony, you will find that doorway you spotted. Go through it.

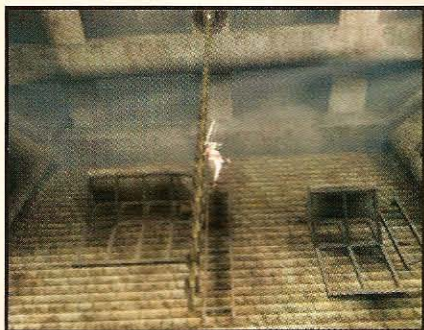


This gated ledge leads around to the right to what looks like a dead end. You can see another chain dangling from the ceiling here, but it is too far out for you to jump to. You can, however, climb up onto the small outcropping on the wall.



If you edge your way over to the right, you'll find a ladder hanging just above you. Jump up to grab hold of it, then climb up to its top.

Jumping Backwards:



You can jump backwards off certain items, such as ladders and ledges, when it's appropriate. If you climb up or grab onto an item and there is a ledge or another item (such as a chain) behind you, try pressing the Jump (A) button to leap backwards.



When you reach the top of the ladder, you can jump off it backwards by pressing the Jump (A) button. You will flip around in mid-air and grab hold of the chain behind you. Your weight causes the chain to lower, raising a platform in the floor.



The platform is still too high for you to jump to, but you can stay on the chain and swing your way over. When you land on the platform, a portal appears below and more shadow spirits appear.

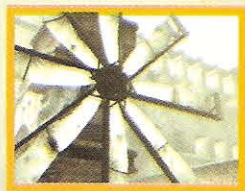


Quickly move to the edge and press and hold the Call/Hold (R1) button. If you're quick enough, you will grab Yorda and pull her up before the spirits can get to you and her. Run to the Idol enclosed doorway to extinguish them before you're attacked. If you aren't quick enough, you are going to have to drop down and fight it out.

Chapter 5 The Trek Over the Windmill

Your encounter with the Queen has left you with more questions than answers. Why is Yorda's mother keeping her captive inside this elaborate prison? What does she want with her? You do know that she is going to make it impossibly difficult for the two of you to escape. Although you are nothing more than a nuisance to her, you get the impression she could strike you down without a second thought if you were to become a thorn in her side. This only strengthens your resolve to find a way out of this twisted labyrinth for both you and the girl.

The Windmill:



Back outside, you'll find yourselves in a large, open grassy area with a lumbering windmill churning away. There is small pool of water here that looks cool and refreshing — go ahead and take a quick dip.

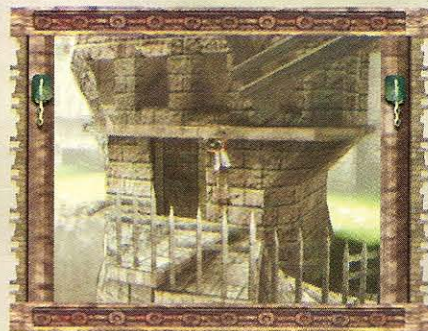
Swimming:



You can swim and tread water with no problem, but Yoda can't. To swim, just hop into the water and press the left Analog stick in the direction you want to paddle. You will only be able to exit the water where it is low enough for you to climb out.



Your goal here is to somehow make your way up and around the castle wall in order to get to a set of Idol enclosed doors way up in the corner. Since Yoda can't climb great heights, you are going to have to find a way to get her up there as well. Start with the windmill and climb up its few remaining fenced-in stairs.



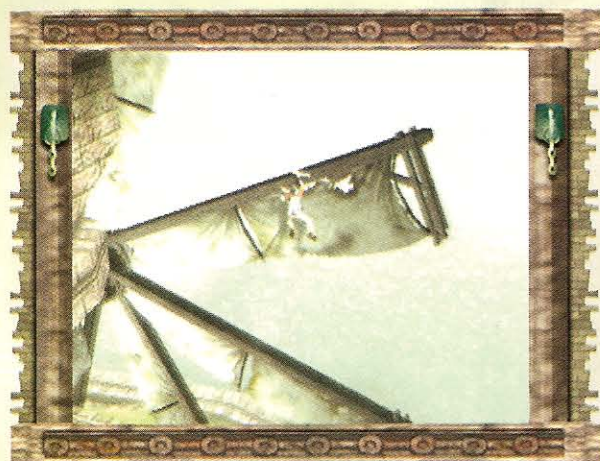
Since you can't quite make it to the door here (it's closed as well), climb up the small ledge above and edge yourself around to the right.



When you get to the right-hand side of the windmill, you'll notice that there is another small ledge just above you — climb up to it and the next one as well. One more jump up and you will lift yourself onto a small extended platform that winds its way around the front of the windmill and to the other side. Carefully follow the platform around.



From this vantage point, you can get a good look at the windmill's sails. They aren't that far away from the windmill's base and you can grab one and ride it up to the roof if you are diligent enough. Wait for one of the sails to come around and just start to pass the edge of the platform you are on, and then take a running start and jump off the edge toward it.



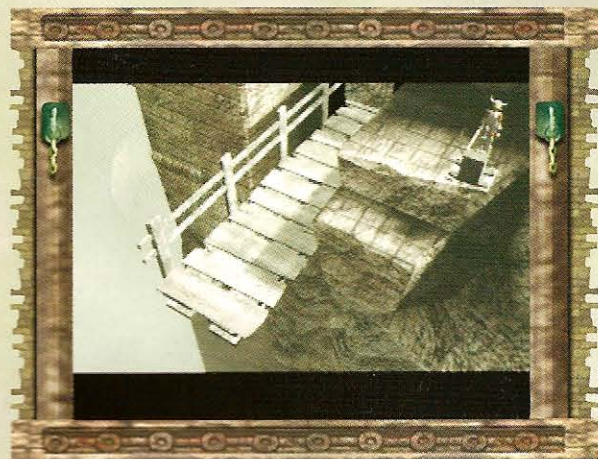
If you timed your jump right, you will grab onto the sail. If you miss, you either fall into the water below or miss it and land on your butt. Either way, only your pride will be injured and you will have to try it again. If you made it, start grappling your way up the sail to the right.



Edge all the way over and around to the top of the sail as it slowly makes its way toward the roof. Stop when you get to the top and wait for the sail to be even with the roof. You can safely jump off backwards when the sail has lined up with the roof by pressing the Jump (△) button.



Now to get Yorda. Drop down off the roof onto the dilapidated bridge behind it and then make your way across to the castle wall. Take a left and follow the wall down the sets of stairs to the landing below. You'll pass by a stone couch as well as an Idol enclosed doorway at the bottom.



Take another left here and drop down twice to a platform below. You'll find a lever set in the ground here. Pull it and a wood bridge extends out of the castle wall. Unfortunately, it gets stuck as it extends outward, leaving you the final task of getting Yorda across.



Drop down onto the wood bridge and walk to its edge. Call Yorda and hold out your hand so she can jump across and grab it. Now lead her up the set of platforms and to the Idol enclosed doorway above. It's a good idea to save your game at the stone couch up above before going through.

The Plaza:



In this next area, you'll find a locked gate and a chain dangling from a platform above. There is also a small alcove up to the left, but it is too high for you to jump up to. You are going to have to leave Yorda here for the moment and climb the chain to explore what's above.



As you do, a portal appears above you and a mass of spirits spew out from it. Don't waste any time and slide back down the chain to protect Yorda. When you have finished them off, climb up the chain again to the platform above.



Up top, you'll find a set of Idols and a pathway leading down to a pastoral plaza. Take the pathway down onto the grassy field and take a moment to explore the area. There are a set of six barred grates set into the grass here, with the second grate, directly in front of the tree, missing its cover.



There are also two windows along the left-hand wall that have wooden crates set in them, although they are blocking your way up and through. Lastly, there is a water-filled tunnel below. You can see the gate leading out of it at the edge of the field down to the right.



The first thing you need to do is drop down through the open grate and into the tunnel below. At the left end of the tunnel, you will see the closed gate and Yorda waiting just beyond.



If you traverse to the other side of the tunnel, you will find yourself waist deep in water and at the other locked gate. There are also two small platforms in the corners of this water-filled room with floor plates on them.



Walk onto the floor plate on the platform on the right. Your weight will lower the plate which opens the gate at the far end of the tunnel. If you walk off of it, the gate closes automatically. Stay on the floor plate and call Yorda to you. She will run through the gate and into the tunnel while the gate is opened.



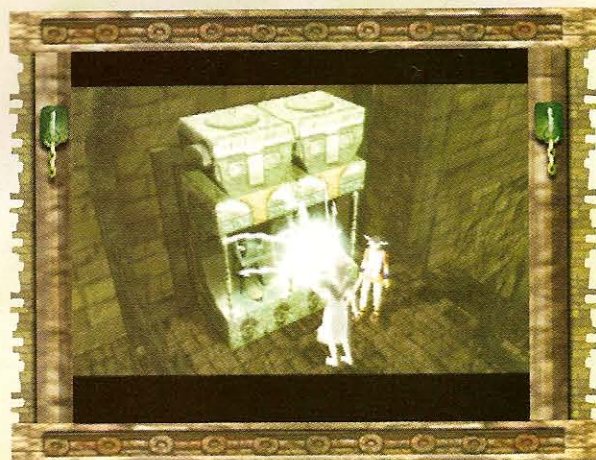
Now, take her by the hand and walk onto the floor plate on the second platform against the left-hand wall. This one activates the gate at this end of the tunnel. You are going to have to leave her on the floor plate and run through the gate. Don't worry, you'll find another way to get her through.



There is a pipe against the far wall here just in front of the gate. Climb up it (by standing directly in front of it and pushing up on the left Analog stick) and then take a running jump across to the grassy field by jumping from the left-hand corner of the ledge. You should barely make the jump and have to pull yourself up.

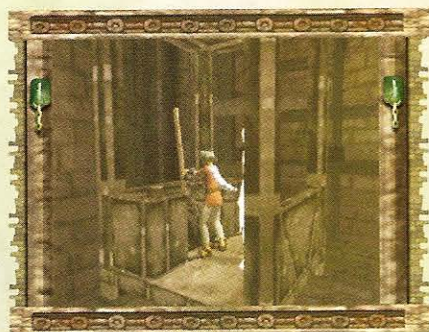


Now to get Yorda out of the tunnel, head back over to the open grate and call her over. If you hold down the Call/Hold button right at the grate's edge, you will lower your hand down into the tunnel and she will come running and jump up and grab it. Now you can just pull her out of the hole.



Take the stairs back up to the platform with the chain, have Yorda activate the Idols and go into the room beyond.

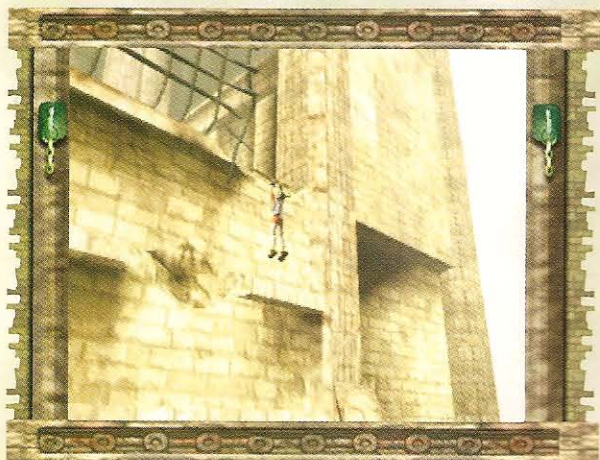
The Outer Wall:



There's a makeshift elevator in the corner of this room. Lead Yorda into it and then pull the lever to ride it up to the area above.



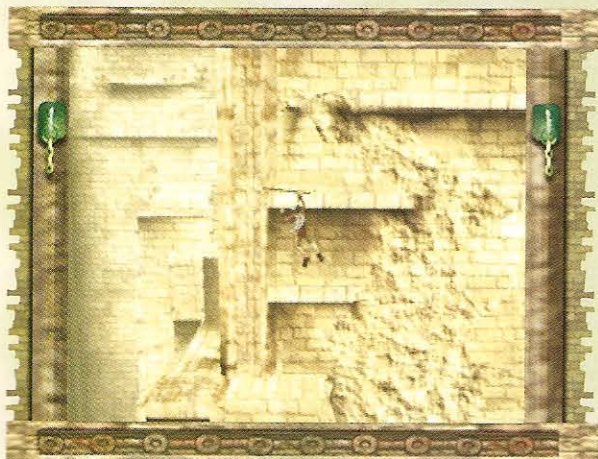
You'll find a small area with a raised lever on the back wall that is just out of reach. The area is fenced in and there is a platform up above to the left that is also too high to get to. The only visible exit is through a break in the fence off to the right.



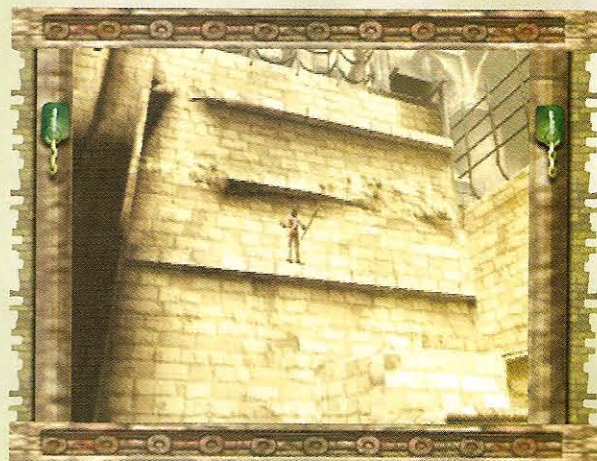
Leave Yorda and slowly climb down onto the wall. You can drop down to the small ledge below by pressing the (X) button. Since the ledge here has corroded, you will have to drop down once more.



There is a platform below, but it leads to a dead end, so your only choice is to either edge or shimmy across to the left until you reach the next area of corrosion.



Here, you can jump back up to the first ledge and keep shimmying/edging over to the left. When you can't go any further, drop down a few times and make your way down and to the small platform at the bottom.



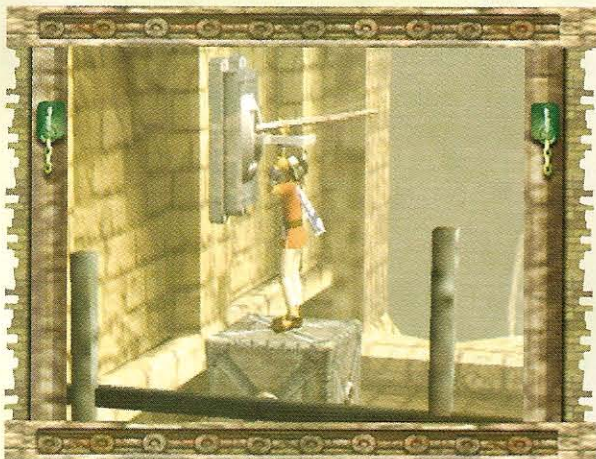
You can safely walk around the corner here and then climb up the set of platforms until you reach the next wall and set of ledges. This time, climb up to the first ledge and then edge over to the left until you are in the middle of the wall and underneath the secure portion of the middle ledge.



Climb up twice here, and then edge back over to the right and over to the wooden platform in the far corner. When you climb up onto it, you'll find yourself just above the fenced-in area.



There is a wooden crate up here, quickly pull/push it around and down to the fenced-in area below. If Yorda is nearby, a portal will open up and out come the shadow spirits. Hurry and drop down to take them all out.

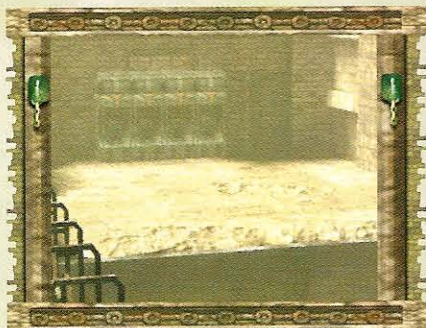


When the dust settles, pull/push the wooden crate over to the lever that is up on the back wall. Now climb up onto the crate and use it as a step stool to reach and pull the lever. Doing so lowers a chain on the other side of the castle wall.



Now, to get Yorda up to the platform above, first push/pull the wooden crate back to where you dropped it down. Next, climb up and onto the platform, and then pull her up after you. She might take a few seconds to climb up onto the crate; have patience.

The Stone Pillar:



Up here, if you look off to the right, you'll find a set of Idols blocking a doorway just beyond. That is your goal. Unfortunately, there is a large gap between you and them.



It looks like the wooden section of floor here might slide across to the other side, but we are going to have to figure out how to make that happen. First save your game at the stone couch in the corner, then leave Yorda behind and climb up onto the small ledge against the wall.



Climb up again to the second ledge just above it and then traverse your way over to the left. You'll find that part of the column in the middle has been eaten away by time and the elements, allowing you to continue your way across.



When you safely get to the other side of the gap, drop down and onto the roof. Remember the chain you lowered just a few moments ago? You are going to need to climb down it. You can start by hopping up and onto the arm holding the chain.



Carefully walk out to the end of the arm and lower yourself slowly onto the chain. Slide down the chain (slowly!) until you reach its end. There is a window just off to the right that you can swing to and jump through. Make sure you have enough momentum before you jump off the chain and into the window.



When you land in the next room, you'll encounter another set of spirits. It seems these ones are content to just attack you. Take them all out (a few more might appear from the portal) and then hop up and onto one of the two window sills against the opposite wall from where Ico jumped in.



You'll notice that these are the windows facing the plaza with the wooden crates set in them. You can push the crate through from this side, dropping down onto the grassy field below.



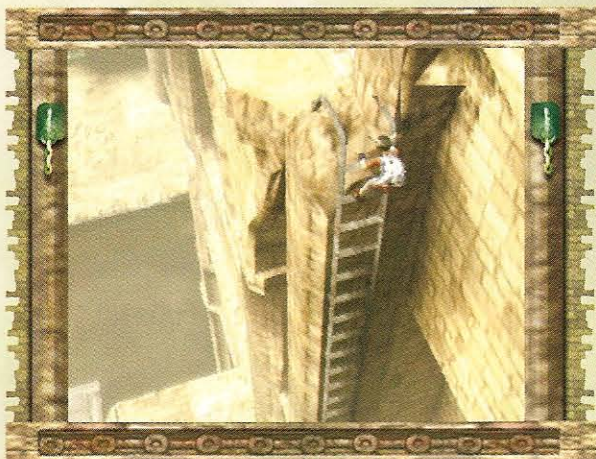
Follow it through and then quickly start pushing/pulling the crate to the left, following the wall. When you reach the corner (by the stairs), run around and pull it into the next corner (it should be diagonally from the tree). Lastly, push it so it is flush against the wall.



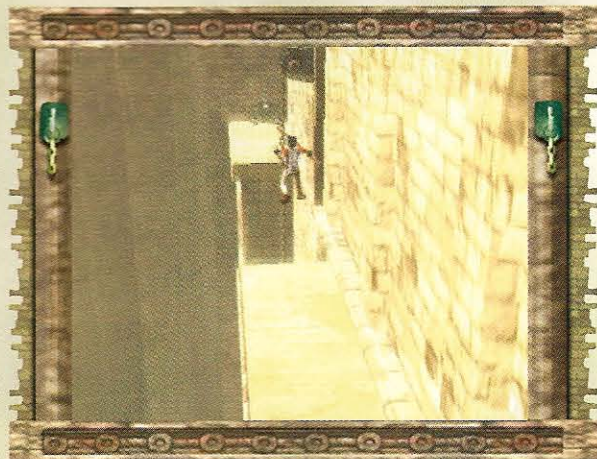
You can now climb up onto it and then onto the platform above. Up here, you'll find a small fenced-in pathway that leads around and up to another chain.



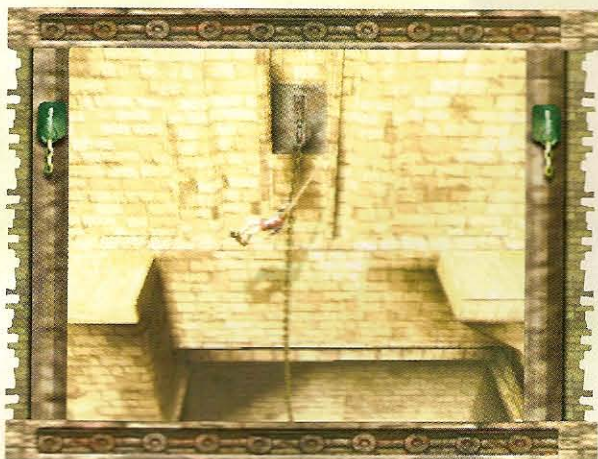
Climb the chain all the way up and onto the platform above, then carefully follow the small staircase up and through the door above.



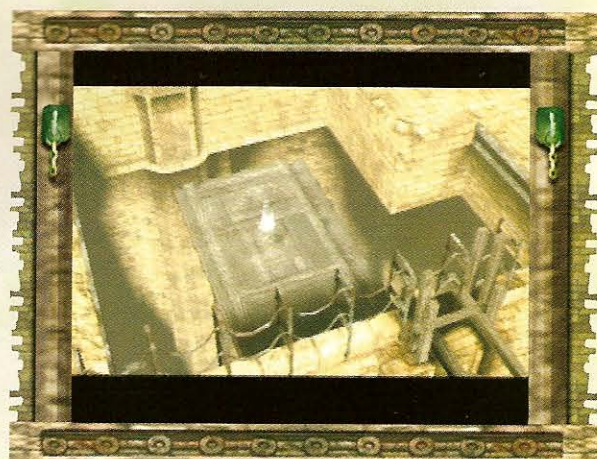
You should now be back on a ledge against the castle wall. There is a ladder just off to your left that you need to climb up. When you reach the top, you'll find that you are way up above Yorda and the area with the large gap. Follow the ledge up here.



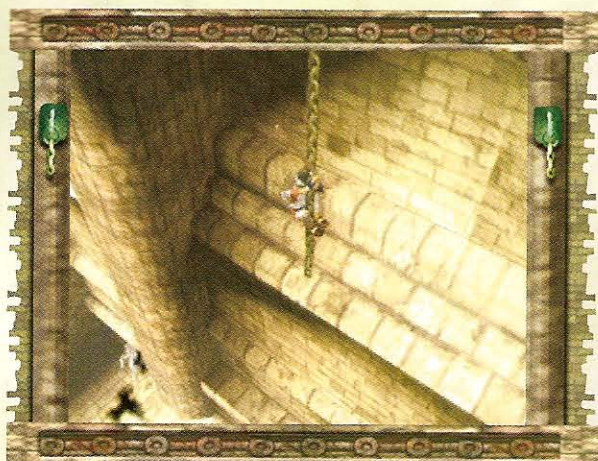
Be careful as you approach the end of the ledge. It's a long drop to the bottom and certain death if you fall. There is a chain hanging between the two sections of the ledge. It looks like you'll have to jump onto it and then swing across to the other side. You'll also notice that there is a lever at the end of the ledge.



Once on the chain, you won't be able to get much momentum, as you are at the top-most section of it. You can slide down just a bit, but not too much or you will be too low to reach the ledge. Swing as fast as you can and jump to the other side.



Before pulling the lever, call Yorda over and onto the large wooden platform below. Once she has walked onto it, pull the lever which slides the wooden platform across the gap to the other side of the area.



In doing this, you've left Yorda open to attack and the spirits are taking full advantage of it. With haste, run and jump onto the chain and then slide all the way down to the floor below.



One of the spirits has most likely grabbed Yorda, and taken her into its portal. Get over there and pull her out before she is sucked down for good. Now take her quickly over to the Idols and obliterate the spirits before they can do anymore damage.

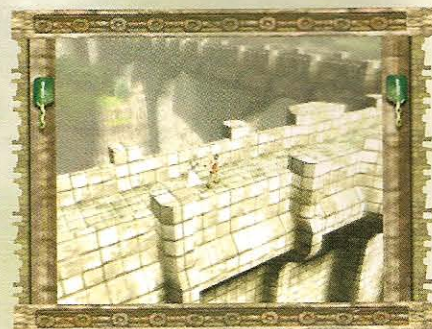
Chapter 6 The East Wing

It seems as if the castle's puzzles are getting more and more difficult and complex to decipher, as well as more and more deadly to complete. For every door you unlock, switch you pull, wall you climb, and gap you cross, there is another obstacle waiting just around the corner. While Yorda's lack of strength and agility is definitely slowing your progress, you have become emotionally invested in her well being, and will do whatever it takes to keep her by your side.



You'll find yourselves on a platform way above the courtyard. Its path leads around to a raised drawbridge and a set of Idols. Since you can't lower the drawbridge from here, the only other option is to activate the Idols and head through.

The East Bridge:

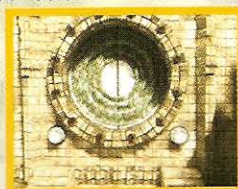


On the other side, you'll find you are on a section of a large bridge that spans the main gate (which is still shut) and to the east wing of the castle. There is a ladder right outside the door, but the doorway up above is temporarily closed. The only way to go is to head across the bridge.



With Yorda in hand, follow the bridge to the left, and continue the long trek until you come to the east wing. There is a ladder outside, which leads up to some sort of large circular window in the castle wall. There are two smaller circular objects just underneath it on each side. Don't climb up the ladder outside; instead activate the Idols and follow Yorda through.

The East Arena:



The door seals shut behind you and you notice that there is a sword stuck in a second circular window against the far wall. There is a ladder just to the left that will let you climb out of this small enclosed area. Call Yorda up after you and she will follow.



Another portal opens and you two are attacked yet again. As soon as you have cleared the area save your game with the stone couch here.



This room has a set of stairs on each side that lead to dead ends, a doorway down below against each set of stairs, and two platforms against the back wall that have ropes attached to pulleys above. The far door against the left side of the room is shut for the time being, so go through the right doorway with Yorda in hand.

East Idol Stairs:



There is a ladder leading down to the floor below. Take it and then have Yorda follow you down. When you both get to the bottom, you'll notice a slightly glowing circular pillar in the middle of the floor. Jump onto it and then pull Yorda up after you.



Her magical energy lowers the pillar which, activates a set of stairs leading to a third circular window in the wall. It also triggers the appearance of a set of portals, which spew out multiple shadow spirits.

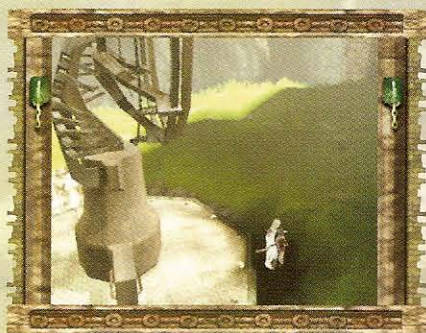
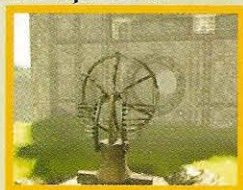


When you have eliminated them all, take Yorda with you up the stairs and to the lever in the left-hand corner at the top. Pulling the lever activates the two small circular objects under the window to rotate open, revealing small enclosures in each.



The torches here are just low enough that you can light your board on fire with them. You can then use your makeshift torch to set a fire inside each of the open enclosures. The fire opens the large circular window above, allowing a burst of sunlight to come streaming into the arena.

East Reflector:



Now that the circular window is open, you can climb through to the other side. Take Yorda with you. On the other side, you'll find yourselves in an open grassy area. There's an odd-looking contraption set in the grass here that is pointing in the direction of the window beyond.



There is also a stone couch against the right side of the castle wall and a ladder against the left side. Save your game and then climb up to the door above. Make sure you take Yorda with you.



Up here, you'll find yourselves back inside the east arena. If you were to fall off the ledge here, you would slide back down to the stairway and have to repeat your steps to get back up. Go over to the end of this platform and pull the lever.



Pulling it results in the second set of circular objects in the back wall to rotate open. With Yorda in hand, light your board on fire with the torch against the wall here and then run off the edge of the platform to the floor below. If you are holding her hand, she will follow you.



Now quickly, while your torch is still lit, run over and light the two open enclosures on fire. This opens the second circular window, causing the sword to drop to the floor below just on the other side.



Take Yorda and go back out the door and into the main portion of the east arena. If you head into the middle of the room, you'll find the sword on the ground. Picking it up (by pressing the Action (○) button) activates a gate, trapping you inside the enclosed area.

The Sword:



The sword is a little more versatile than the board and can be used to do things the board can't. Besides being a stronger weapon, you can use the sword's sharp blade to cut through certain items, such as ropes. Utilizing the sword is the same as the board, just press the Attack (□) button repeatedly to wield it. You won't be able to light the sword on fire though, so there are instances where you will still need to use the board. Unfortunately, you can only carry one weapon at a time, but can pick one up and discard the other by pressing the Action (○) button when standing right next to one.



Remember those two pulley platforms? Hop up onto each and use the sharp blade of the sword to slice through the ropes. Slicing through the second one causes the gate to collapse, freeing you from your cage.



Next, go up the left set of stairs to the landing at the top. Just above your head, you'll spy another rope. This one looks to be attached to the sealed door below. To slice it, you might have to jump up first by pressing the Jump (△) button, and then quickly slicing downward with your sword by pressing the Attack (□) button while still in the air. This results in the doorway sliding into a crevice in the floor below.

The East Waterway:



Grab Yorda and head into the now-open room beyond. This room has a sloped floor that is constantly flush with running water. The combination of the fast current and wet, mossy stones makes it impossible for you and Yorda to climb up. You are going to have to find another way to the top.



There is a set of crumbling ledges against the left wall that looks like they might be able to support your weight. Leave Yorda at the bottom and jump and climb up to the first one.



From here, it is a maze of ledges that you will have to navigate to get up to the top of the waterway. Edge over to your right and jump up to the next ledge.



Next, jump up to the ledge directly above the one you are on — not the one to the right.



Move a bit to the left and jump up to the next one on the left. Jump up once more to the ledge directly above.



Edge all the way over and around the outcropping to the right and then jump up to the next ledge above.



Follow this ledge all the way over to the right until it ends, then drop down to the ledge below.



Now, drop down to the ledge below and to the right and edge all the way over to the right until you are under the next (you should be very close to the water here).



Jump up twice to the second ledge and then again make your way to the right.



Almost there. Jump up at the end of the ledge here to the one above and then edge your way all the way over until you are just above dry land. You can drop down safely here and you will find yourself at the top of the waterway.



Go out onto the balcony beyond and follow it around to the doorway at the end. Stand on the plate here to open the door and go through.



You will find yourself in the room above the first circular window you opened. Be **VERY CAREFUL** of the raised drawbridge here or you will fall down to your death below. Leap across the gap and follow the platform around the room.



You don't have a lot of time, as Yorda is all alone back in the waterway. Follow the stairs up and around until you come to the two ropes holding the drawbridge in the center of the walkway. Jump up and slice each of them, which frees one half of the drawbridge, dropping it in place.



Without wasting any time, continue to follow the walkway around until you get to the next set of ropes and the second half of the drawbridge. Repeat the process to drop the second half in to place.



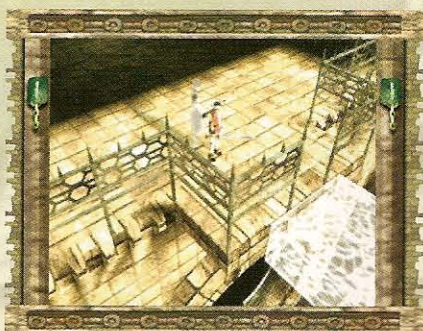
Lastly, follow the path to the left through the doorway at the end. You'll find yourself back in the waterway room, on a platform way up above. There is a lever here that, when pulled, shuts off the water flow.



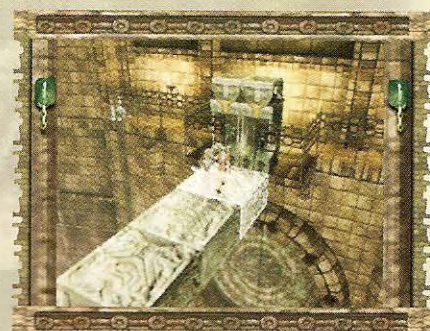
Now you can get Yorda up and through. Head back through the door and all the way around in order to return to the waterway below. Don't go across the drawbridge just yet.



Call Yorda from the top of the waterway and then escort her back and over to the lowered drawbridge. Cross the drawbridge into the room beyond. You should be in an enclosed area above the east arena.



There is an opening in the gate here and, if you approach it with Yorda in hand, her magical energy causes a platform to appear in front of the opening.



If the two of you walk out onto the platform, a second will appear. Walk a bit further onto it, and another appears. This will continue to happen until you reach the set of stone Idols at the other side. Have Yorda part them, and then head on through.



There is a lever against the wall to the left up here. Pull it, and the final two circular enclosures rotate open. If you follow the pathway to the right, you'll find an elevator that will take you back down to the floor below. Make sure you have Yorda with you.



To light the final two enclosures, you need to exchange your sword for the board. It is right where you left it, sitting in the middle of the room (there are also a few more, down by the door below).



You can light your board with the fire from one of the already lit enclosures, or you can ride the elevator back up by yourself and use one of the lit torches above. Either way, by igniting the final two enclosures you activate the reflector outside, which catches the sun and channels the light through the open circular windows to a stone pillar above the east gate.



The sunlight provides the energy to activate the gate and set it aglow. It looks like you will need to activate the west gate in order to open them together. A door is also opened up on the castle wall back at the foot of the east bridge. That is your next destination.



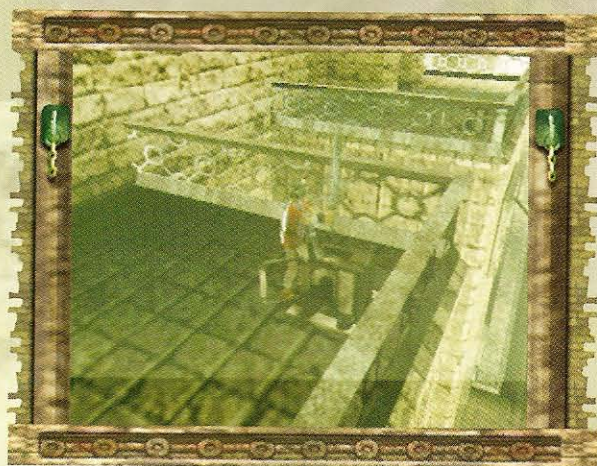
Grab the sword and the girl, save your progress, head back outside through either the now-open circular window or doorway below and make your way back across the bridge. You will be met with resistance.



It's best to make a run for it all the way across the bridge and back to the other side before battling the spirits. If one gets hold of Yorda, it will fly her over to the portal, which is on the opposite side. If you choose to battle them from far away, one might get enough time to take her down.



When all is clear, climb up the ladder by the door here all of the way up to the top. You can leave Yorda behind, because it is such a long climb, and you will only be gone for a few seconds.



Head through the door at the top, and you will be in another alcove way up above the courtyard. If you forgot to grab the sword before leaving the east arena, there is another stuck in the ground here. Pulling the lever in the corner lowers the raised drawbridge you saw earlier. Quickly head back out, down to Yorda, and then back through the door at the bottom.

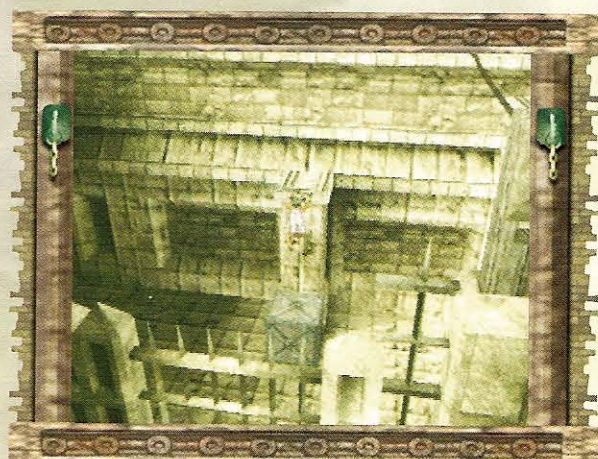


Chapter 7 The Waterfall

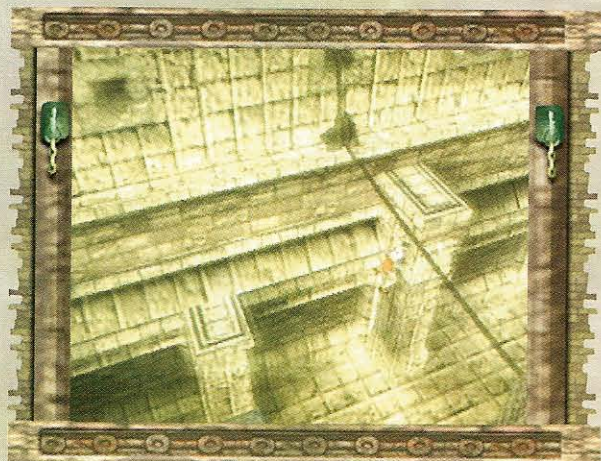
Your trek through the East Wing of the castle has left you exhausted, but also a bit exhilarated. If you can find a pathway to the west side of the castle, perhaps you can repeat the process and activate the second gate. Being one step closer to freedom also means being one step closer to death, as you realize the Queen and her enslaved shadow spirits will stop at nothing to keep Yorda locked inside these castle walls. Your new-found weapon seems to keep these monsters at bay, but it won't hold them off forever.



Take the drawbridge you just lowered across to the other side. Here you'll find yourselves on the balcony outside of the chandelier room. There's no need to go back inside — yet.



Instead, follow the balcony to the left until you spy a rope hanging over the ledge way above beyond your reach and a wooden crate in the corner. There is another drawbridge here, but it is raised and can't be lowered from this area. Grab the crate and pull it over to the stone column against the wall. It has a flat ledge on top that you can climb up on to.



Climb up onto the crate and then up to the column. You can now jump across to the second column on the right and slice the rope in mid-air. This causes the rope to fall over the balcony and hang down to courtyard floor below. You'll grab the ledge of the right hand column as you do so.



Drop down, grab Yorda and head back inside the chandelier room. You won't be able to go down the collapsed walkway from this side of the room, so choose either pathway to the right or the left and go around to the other side.



As you do, a portal will appear down by the doorway below. You can try to fight from up above, but it makes much more sense to try to get down the collapsed walkway where you can quickly pull Yorda free if she is abducted.

The Lower Courtyard:



When the smoke has settled, head out into the lower portion of the courtyard with Yorda in tow. Follow the stairs and pathway in the middle down and then around until you reach the floor below. If you want to take the time, you can go out to the main gate and save your game at the stone couch in the far corner.



When you are at the bottom floor of the courtyard, head toward the left-rear area. You will see the rope dangling here that you cut down earlier, and there are two open windows against the wall beyond.



Jump up and grab the rope and start your ascent. Keep climbing and skip the first window — you're headed for the second one above it. Don't stop climbing until the camera shifts from the far away perspective to being closer.



As soon as it does, immediately stop your climb. From this position you will want to start swinging. On your third swing, jump off and catch the window's ledge. If you climb any higher or get too much momentum, your jump will carry you inside over the window's ledge and down to the floor level where the first window is.

The Access way:



Carefully head through the window and drop down onto the ledge inside. Follow the ledge around to the left and through the small opening at the end.



You'll find a wooden crate inside the next room, which you can push down through the opening where it will fall to the floor below. There is also a broken ladder here that you can climb down a ways and safely drop from.

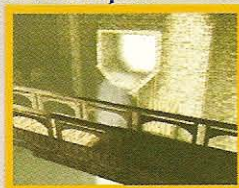


Next, push/pull the wooden crate across the room and drop it through the open window. Now you can pull Yorda up, who will climb up onto the crate and grab your hand.



Now that the two of you are reunited, take her up the stairs in the corner and have her part the next set of stone Idols.

The Waterfall:

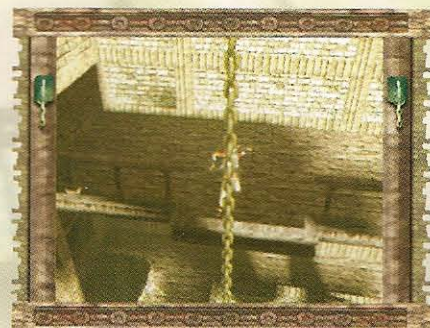


You'll hear the roaring thunder of water as you enter the next room. In the distance, there is a huge, cascading waterfall that seems to be coming from somewhere outside. There is a stone bridge leading across the room and a rope bridge a few stories beneath it. At the moment, your only option is to cross the stone bridge.

The Archway:



There is a closed gate at the other end of the bridge and a ledge that has a chain dangling from its left edge and a ladder on the right. Leave Yorda here and take the ladder on the right.



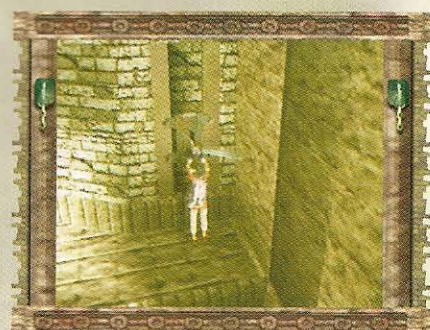
There is a large window up here that you can climb up and through. On the other side, you'll find another balcony. If you follow the balcony to the left, there is an opening in the railing that will allow you to jump over to a dangling chain. Line yourself up with it and take a running jump to grab it.



From the chain, you can climb down a few links and then start swinging toward the archway across the way to the left. There are two ladders on this archway: one leading up to a doorway above and another leading down to the grass below. Head down.



You'll find a wooden crate nestled in the left hand corner of the grass, just on the edge of a ledge. Give it a push so it tumbles over, then drop down on top of it and to the floor below.



Take the elevator in the corner here by pulling its lever and you'll be whisked up to the level with the locked gate. Yorda should be waiting for you just on the other side. There's a lever here to the right of the gate that, when activated, opens the gate.



Grab Yorda and take her down the elevator with you. When you reach the floor below, head toward the wooden crate in the corner.

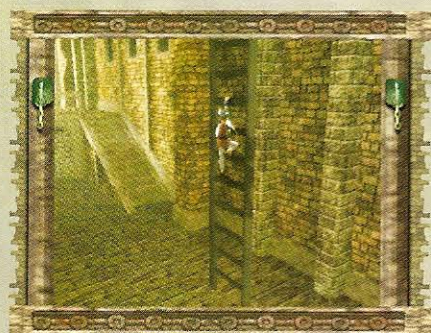


Since you pushed the wooden crate down to the floor, you can now use it to get Yorda up to the grassy platform above. Climb up yourself first and then pull her up after you.



Now climb the ladder back up to the archway, calling Yorda up after you, and then climb up the second ladder against the wall to the right. Your weight will cause the floor plate in front of the door to open, allowing you to move on.

The Vault:



Cross the small bridge and head inside this next huge room, which has vaulted ceilings and two stairways, one on each side leading down to the bottom floor. There is also a large wooden door at the bottom that can't be opened from inside, as well as a ladder leading up to a small platform above. Leave Yorda down here and then climb up the ladder.

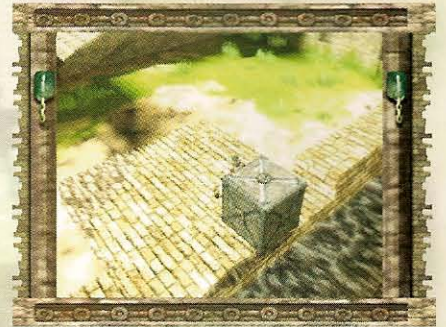


Up top, you will find a series of pipes that works their way around the room. There is a platform between each set, allowing you to shimmy your way across one, drop down, and then jump up and grab another. Start making your way around the room.

The Aqueduct:



Eventually, you will end up on the last platform, which is connected to a window leading outside. Hop up and over the window, and then climb down and drop to the grassy floor below.



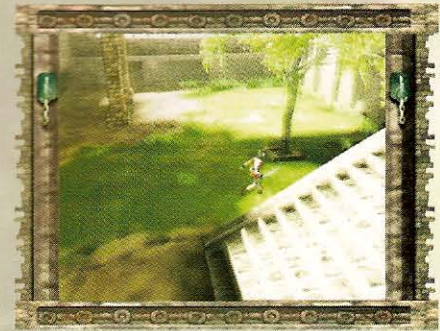
Out here, you'll find an aqueduct that channels rapidly flowing water through the area and down the waterfall in the next room. There is a wooden crate resting just in front of the aqueduct that can be pushed into the water. It then floats down the duct and, presumably, over the waterfall into the room below.



Next, to stop the flow of the water, get a running jump and leap across the aqueduct. You probably won't make the jump and will start to be carried along with the flow. To get out of this predicament, press toward the aqueduct wall and quickly press the Jump (△) button to climb out before you are whisked away.



There is a ladder hidden in the shadows here in an alcove against the left wall in the back corner. Climb it and you'll find a turnstile on top. You can move the turnstile by standing against one of its arms, pressing the Action (⊙) button, and pressing forward on the left analog stick. You want to move this one in a counter-clockwise fashion.



Doing so causes the floodgate to close below, stemming off the flow of water in the process. Now that you have taken care of the water, jump and climb back across the empty aqueduct and head around the staircase to its left.

The Secret Weapon:



Before moving on, there is a sequence of events you must execute in order to uncover one of the castle's best kept secrets. To start, there is a switch imbedded in the wall on the other side of the stairs, and by pulling it, you open the large wooden door in the vault which Yorda is behind.



Next, walk over to the tree just behind you and give it a whack or two with your sword. A direct hit to its trunk will cause what looks like a large coconut to drop from its canopy.



Carry the object into the center of the vault, and lay it down in the area between the two staircases. If you look closely here, you'll notice that the back wall has three brick enclosed archways. The middle one is a lighter color than the other two on either side of it.



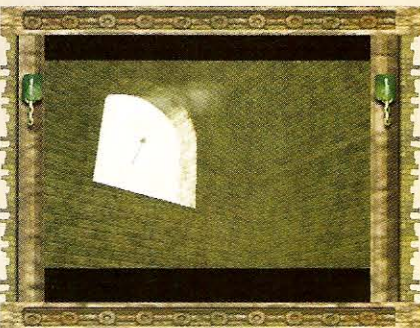
If you push the right side of the lighter-colored middle archway, it starts to move, revealing a hidden room beyond. Grab the object and squeeze through when it is opened as far as it will go.



This hidden room is virtually empty, although there is a circular column imbedded in the floor and a small set of stairs leading up to a higher platform. Call Yorda and have her stand on the column with you. Doing so causes a strange-looking stone basket to rise on the platform above.



Pick up the object and carry it onto the platform above. Stand toward the back wall on either side and face the basket. Next, throw the object into the basket. It might take a few times to get it in. Make sure you are back far enough and lined up correctly when you throw it.



What occurs next is as mysterious as everything else that has happened during your quest through the castle. An object comes flying through the window above and lands with a clank in the center of the room. When you pick it up to inspect it, you realize that you have been given a new weapon — a sharp and deadly mace.



Take your gift and head back outside. Drop down into the now dry aqueduct with Yorda in tow and follow it back into the next room. Since you have blocked the flow of water, there is no longer a waterfall, and the water has been drained from the large pool below.



Take Yorda down the set of stairs to the left and then climb over the railing here. Call Yorda to follow you over, and then take her across the rope bridge to the right.



As you do so, you'll notice the wooden crate you sent down the waterfall earlier. At the opposite end of the rope bridge is a stone couch. Save your game, then go down the stairs to the right.



When you get down to the bottom level, run down the slope and into the area which used to be filled with water. Since you pushed the crate over the fall earlier, you can use it to help her up to the platform on the other side. Beware, a portal opens up and a groups of spirits will attempt to stop your progress.



Push the crate against the wall where the alcove above is located, climb up first, and then help her up. There is a set of Idols here that hopefully lead one step closer to freedom.

Chapter 8 Navigating the Trestles

With the discovery of the mace, you have gained a new-found confidence in your chances for survival. Yorda seems to be keeping up with your pace and the two of you have covered a lot of ground. If only you could communicate with her. She just might unknowingly have the clues and information to get you out of here. In any event, any progress is good, and it looks as if you have found a new part of the castle you have not been to before. Just ahead are a series of rickety wooden catwalks, perched precariously on stilts thirty to forty stories high. It is going to take all of your strength and ingenuity to get both you and Yorda safely across.

The Mountainous path:



You and Yorda are now outside, somewhere against the back of the castle. Way down below is a huge reservoir, and there are small waterfalls cascading everywhere. You can hear the whining and creaking sound of machinery in motion. The water must provide some sort of power to the castle. Follow the watery path and, at its end, climb up the ladder.

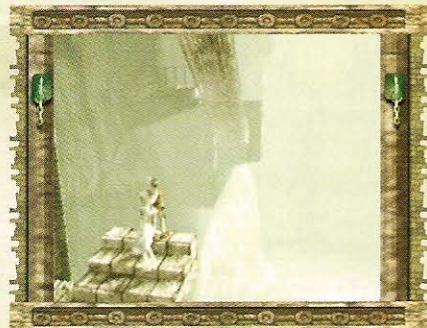


With Yorda in hand, you will have to traverse a series of rickety, makeshift catwalks. Tread slowly, there is a section of the catwalk which has collapsed, leaving a huge gap where you could fall to your death. Make sure to jump across first, and then call Yorda over.

The Gondola:



The wind is fierce up here, making it hard to hear your own thoughts. Continue to follow the catwalks around the mountain until you reach the stone ledge beyond. You'll find an elevator at its end. Activate it and you will be moved outward and then lowered down to a platform way below.



There is a stone couch in the corner here. Save your game and then take the set of stairs down to the level below. At the bottom, you'll find a few gated entrances, a pipe leading up the side of a wall and, if you look upwards, a raised bridge off to the right.



The first thing you need to do is climb up the pipe to the platform above. Up here, you'll find a short set of trolley tracks with a movable ladder attached to them toward the end.



Move around to the opposite side of the ladder and push it down the tracks, toward the edge where you just climbed up. When it gets to the end, climb the ladder up to its platform.



From your vantage point, you should be able to take a leap across to the open ledge to the right. Try to get a bit of a running start (a difficult thing to do due to the size of the platform). There is a lever at the end of the ledge. Pull it and you will lower the raised bridge.



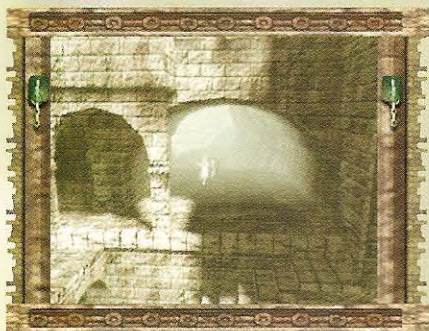
You also have given the shadowy spirits an opportunity to grab Yorda in your absence. Quickly drop down off of the ledge onto the platform below and then drop down once again to where Yorda is.



If she is abducted before you can reach her, make a beeline up the stairs to the left, toward the elevator and stone couch. That is most likely where they will take her. Extinguish the lot of them, and then move on across the bridge you just lowered.



You will most likely be attacked again as you cross the bridge. You can opt to fight right here or make your way across where you have more room. In any event, take them all out and then go up the staircase on the other side.



There is a large opening up here leading back out to the mountain. Go through it and continue along the mountain path.



At one point, you will find that you are a lot closer to the reservoir below. Just stay on the path and head toward the sunlight. Eventually you will come full circle and find yourselves back outside above the bridge you raised a few moments ago.

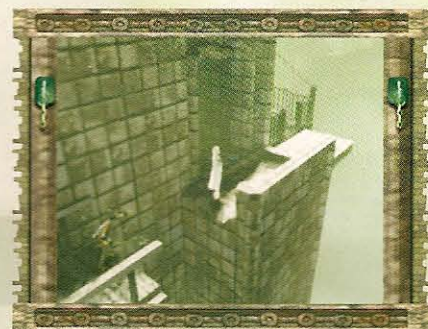


Drop down and follow the stone-littered path to the right and then head up the stairs. At the top, you'll find the gondola — a large platform with a turnstile attached to it.

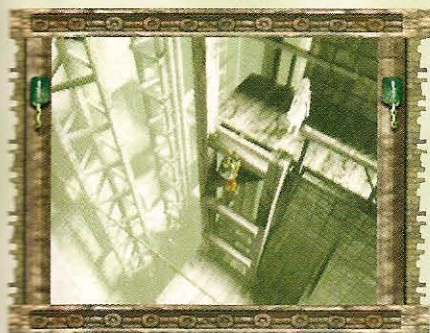
The Water Tower:



Let go of Yorda and start moving the turnstile counter-clockwise. This, in turn, slowly raises the gondola upwards on its track. It's a bit of a climb and takes awhile to get to the top. Don't stop turning until you have come to a complete stop and the gate lowers down to let you and Yorda out.



Grab Yorda, exit the gondola, and save your game with the stone couch inside the alcove. You're going to have to jump across the next gap and then call Yorda over.



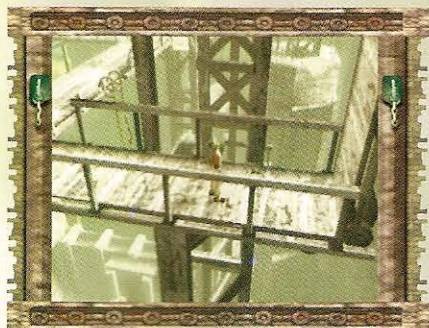
This next area consists of a set of rotted wooden trestles that have been built thirty to forty stories high. The one you're on ends, but you can see that there is a raised bridge on the other side. You can, however, climb down the trestle, leaving Yorda behind.



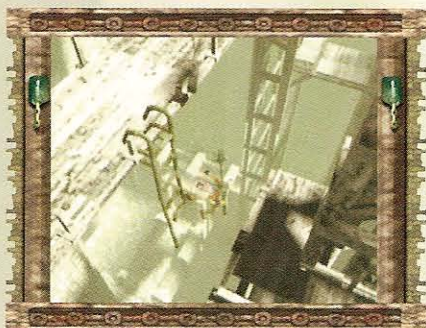
Carefully walk over the edge and drop down the remaining wood slats until you are on the wooden platform below. There is a thin piece of wood here that extends from the platform over to the castle wall. Jump up and grab hold of it.



Shimmy over to the other side and drop off onto the small ledge. There is an even smaller ledge on the left-hand side wall above you. Jump up and climb it.



Keep climbing up the small ledges until you get up to the ceiling above. Up here is a wooden walkway that branches off in different directions. To the right is the extension of the raised wooden bridge, but there is no lever in sight to get it to lower down.



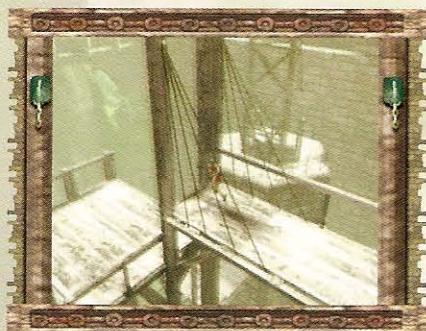
Instead, take the wooden path straight ahead and then carefully climb onto the broken ladder on the right hand side. You can jump backwards off of it and onto the platform below (by pressing the Jump (A) button at the top of the ladder).



Here, you can now climb up the wooden trestle until you are all the way at the top. Hop across the hole behind you to the right and then carefully climb down the hanging chain in front of the raised bridge.



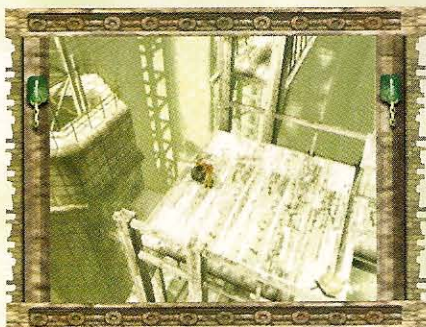
Climb down until you are dangling from the edge of the chain, turn around to face the raised bridge, and then start to swing back and forth. After three or four swings, jump off toward the bridge and, as you fly into it, your momentum and weight will cause it to fall down into place.



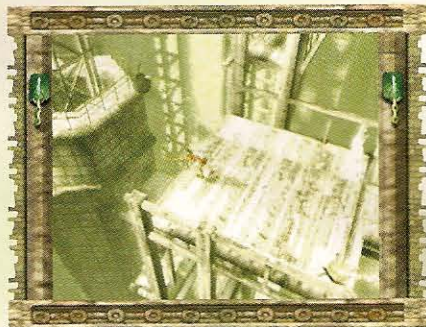
Head over to the edge and call and grab Yorda, then walk her over onto the stone portion of the ledge to the left. Leave her here, while you continue down the wooden pathway, past the ladder you climbed down, and down onto the next wooden pathway at the end.



Follow the next wooden pathway to the right, and then climb into the small room at the end. Inside, you'll find a set of bombs sitting at the back wall and a few pieces of wood in the opposite corner. Exchange your weapon for a board, then grab one of the bombs.



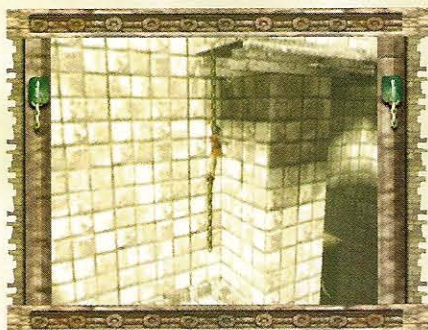
Go back outside and down onto the wood platform with bomb in hand. Take it over to the end of the platform and set it down toward the open edge. Just off to the right is an old, dilapidated water tower that has seen better days.



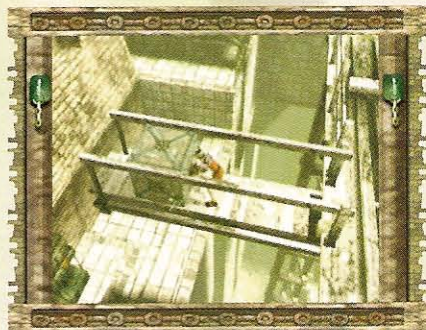
Use the fire basket in the corner to light your board and then light the bomb. As soon as it's lit, quickly pick it up and then throw it at the water tower. A well-placed shot will lock the bomb right inside the gated area of the tower.



When it explodes, it sends the tower crashing down on the trestles, which causes a makeshift bridge to form getting you one step closer to the castle walls beyond. Don't forget to go back and grab your weapon, then head back out, climb back up and over onto the wooden platform above, and grab hold of Yorda.



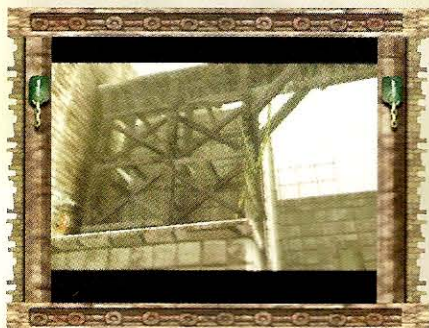
Navigate across your newly-formed bridge and then, once again, leave Yorda behind while you climb up the chain hanging in the left-hand corner. At the top, you have a variety of choices to make.



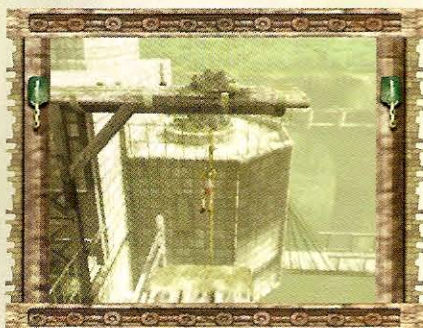
There is a ladder straight ahead that will get you and only you down to the castle walls and the set of stone idols below. The path to the right leads to an intersection with a wooden crate on one end and a dead end on the other. At the end straight ahead is another, albeit temporary, dead end. To start, push the crate off of the ledge.



Next, climb down the ladder and then push the crate along the floor until it rests against the far wall. Climb up and onto the ledge above.



There is a switch embedded in the wall to the left here. Pull it and a chain comes sliding out from under the woodwork above. Drop back down and then climb back up the ladder to the wooden platform above.



Follow the platform straight across, through the intersection and to its end. The chain you just activated should be dangling right in front of you. Take a running start and leap onto the chain.



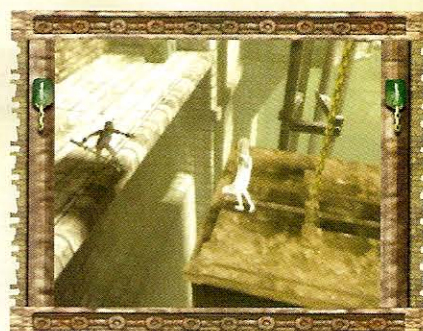
Start swinging and you should get just enough momentum to allow you to jump off of the chain and onto the platform beyond. You'll find another turnstile here. Rotate it counter-clockwise and a hanging wooden crate will come sliding out from its resting place down below.



Carefully jump back across the chain and onto the wooden platform. Then, take the last pathway on the intersection and carefully drop down to the ledge where Yorda is waiting below. It will hurt, but it won't kill you.



You can now hop across to the crate hanging precariously between the platform you are on and the castle wall. As you do, a new portal will appear and Yorda will be attacked once again. Quickly get over to her and fiercely protect her before she is abducted.



When they have been eliminated, hop onto the crate and then call Yorda over. Repeat the process a second time to get onto the ledge against the castle wall and then have Yorda part the idols. It's time to move on.

Chapter 9 The West Wing

It looks as if you have finally made it to the West Wing of the castle. If you can just get the west reflector to activate the second gate, you and Yorda will be able to make your escape. Until now, you haven't even let yourself think of the possibilities freedom will bring. Where will you go? What will you do? Will Yorda come along with you, or will she set off on her own? Can she even leave the castle and survive outside its walls? You are woken from your thoughts with the realization that you still have a lot of work left to do. It's time to cross the bridge and head inside the West Wing.



The West Bridge:



You are back, once again, up above the courtyard. This time you are on the west side. Follow the pathway around and you'll find that half of the drawbridge is lowered here with the other half still hanging above.

Since you can't go any further this way, turn your attention to the set of idols to the right. On the other side, you'll find you are on a second section of the large bridge that spans across and around the main gate and over to the west wing of the castle. Like the east side, there is a ladder right outside the door here, but the doorway up above is temporarily closed. The only way to go is across the bridge.



The West Arena:



Like before, follow the bridge around until you come to the west wing. You'll notice as you make your way that the east gate is still energized and shimmering from the sunlight. Have Yorda part the stone idols when you reach the end and then go in after her.

The west arena is very similar in layout to the east, complete with the large circular sun-blocking windows. Climb out of the alcove and have Yorda follow you up. The first order of business is to slice the ropes that block the two doorways up at the top of each staircase. You'll have to jump and slice them with the sword while in mid-air.



Sometime before or after you sever both sets of rope, a new set of spirits come spewing out of a portal in the middle of the room. Attack them fiercely. When you are finished, make sure you have cut both ropes before moving on.



Next, take Yorda with you and head through the left-hand door. You should be in what looks like a small room with ladders leading up and down, as well as a Stone Sofa. Now is a good time to save your progress.

West Idol Stairs:



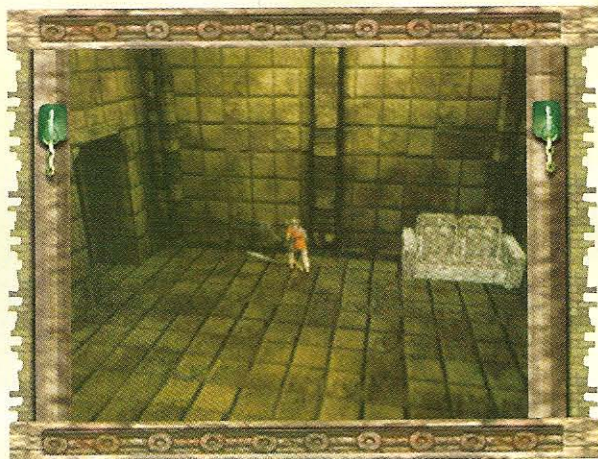
Before taking the ladder down, switch out your sword for the board on the floor. Next, climb down and have Yorda follow you. As before, there is a stone pillar in the middle of the room that you must have Yorda climb up to. Jump up yourself first, then lift her up onto it. Doing so, activates the stairs that lead up to the first circular window.



Pull the lever up top here to rotate and open the two circular enclosures and then light them on fire with your board from the fire from either of the torches here.



Unfortunately, when you do so, you let in a group of shadow spirits. Make do with the board and fight them off. If one of them manages to grab Yorda, it will fly her off and down to the bottom of the stairs by the circular pillar. Make sure you get there to pull her out in time.



You will have to mow through multiple enemies before they stop coming. When it's all over, run back and grab your weapon. Finally return to the now-opened circular window, climb up, pull Yorda up after you, and then drop down outside.

The West Reflector:



If you head over to the reflector in the middle of the field here, you'll notice it is facing in the wrong direction. In order for it to work, it must be facing the open window. Hop up onto its base and push one of the extended arms counter clockwise until it locks into place.



The ladder leading up to the second level of the west arena is on the right side of the circular window. Climb up, have Yorda follow you, and then head inside.



Up here, you'll find a chain hanging from a ledge above. Let go of Yorda's hand and make a running jump onto it. Scurry up the chain and onto the ledge. You'll notice a boarded up doorway up top. You'll have to find a way to get rid of the blockade.



For now, continue to the right. Again, be VERY CAREFUL of the gap left by the raised drawbridge. Leap the gap, and continue up and around the pathway until you get to the first set of ropes.



Cut them with your weapon (by leaping up and hitting the Attack (□) button) and then continue around the pathway to repeat the actions with the second set of ropes. The drawbridge is now complete.



Lastly, continue on the pathway to the right and through the door at the end. There is a lever in the room just beyond which, when pulled, shuts off the water flow in the waterway underneath you. Quickly go back before Yorda is abducted.



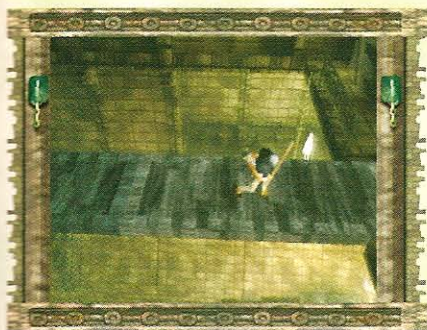
Make your way back down toward Yorda, passing up the drawbridge for the time being, opting instead to take the chain all the way down and drop off at the large stairs below. You need to go and grab the board one more time.



Exchange your weapon for the board, climb up the stairs, climb out through the circular window, and then up the ladder to the second level of the west wing. Take the chain, once again, up to the ledge above.



Head across the drawbridge this time. In the room on the other side is a set of bombs sitting in the right-hand corner. You definitely need one of those.



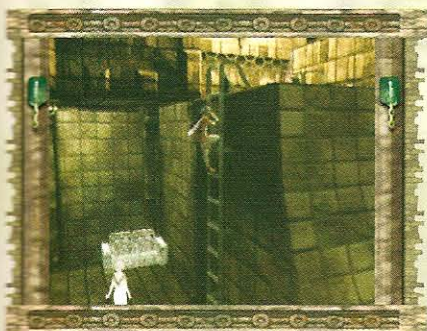
Grab the bomb and carry it back across the drawbridge and place it in front of the boarded up doorway.



There's a torch on the wall just on the other side of the bridge at the foot of the stairs. Light your board on fire and then walk over and ignite the bomb. When it explodes, it obliterates the boards blocking the doorway.



Next, before heading through, climb back down the chain and stop about midway down. Turn to face Yorda and start swinging back and forth. When you feel you have enough momentum, jump off and onto the platform she is on. Grab her hand, and then run off the side of the ledge, down to the large stairs below. She will have no choice but to follow you down.



Take her by the hand and head down the stairs (toward the circular pillar in the floor) and climb up the ladder, making sure she follows you. Next, take the second ladder against the right wall up to the alcove above (you can leave Yorda at the bottom).



By pulling the lever up here you activate the second set of circular enclosures. Go ahead and light your board on fire, then drop down and ignite the enclosures against the left wall. This opens the second of three circular windows. One more to go.



Grab Yorda and your weapon, and then save your game before heading out the door on the left. Back in the main portion of the west arena, go over to the right side of the room and through the doorway you opened earlier (by slicing through the rope on the stairway above).



Since you shut off the water flow earlier, you two should have no problem running up the steep slope and out to the pathway beyond. Take a left at the top and follow it around to the other side.



The doorway here should now be free of obstruction, having obliterated the wood boards with a bomb just a few minutes back. Head through with Yorda in tow, and then make your way across the drawbridge.



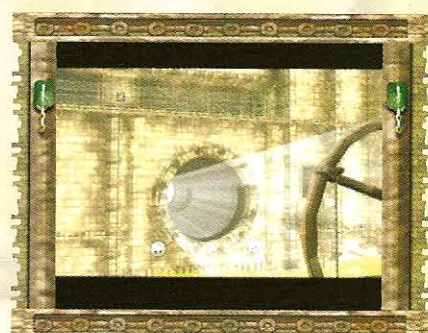
As was the case in the east arena, there is an opening at the front of the balcony in this room. If you walk toward it with Yorda, her magical energy will reveal a platform in the air.



Head out and onto the first platform. As you approach the edge, a new one will appear. Continue to make your way across the platform, making one appear after the other, until you reach and part the stone idols on the opposite side.



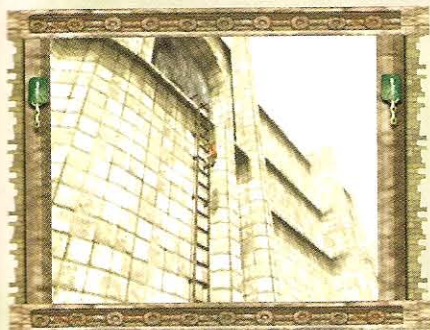
There is a lever up here to the right of the idols that will activate the last set of circular enclosures below. Once done, take the elevator down to the bottom floor, grab a board and light it on fire from one of the lit enclosures across the room.



Now, quickly light the two remaining enclosures to complete the circle and watch as the sunlight gets channeled through the windows and powers up the west gate. Yorda and you can exit through the door you came in below, which is now opened. Grab your weapon and move on.

Chapter 10 The Escape

You've completed the necessary steps to activate both of the main gates. Your nerves are bristling with fear, tension, uncertainty and anxiety as you take each step closer toward freedom. Surely the Queen won't let the two of you just waltz out of the castle. Could this be one very elaborate trap with Yorda as the bait? One thing is for sure, you are dead set and determined to find out at any cost. The ultimate reward is worth the risk.



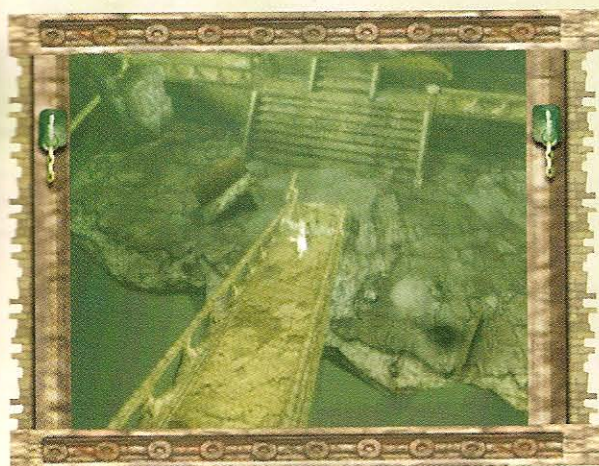
You are almost home free. Head back down the long bridge outside and toward the door at the other end. When you arrive at the door, leave Yorda behind and climb up the ladder all the way to the top and then go through the door. Just as on the east side, there is a lever up there that needs to be pulled.



This lowers the second portion of the drawbridge in the courtyard below. Don't waste any more time up here. Head back out and down the ladder, and then grab Yorda and go through the doorway on the right.



You can now cross the drawbridge all the way to the opposite side. Your goal is to get back down to the bottom of the courtyard, out onto the main field and through the energized gates. Go into the chandelier room through the doorway in the center of the balcony.



Take either pathway around the chandelier room, then head down the collapsed walkway and through the doors at the bottom. This will put you out above the courtyard.



Like multiple times before, take the middle set of stairs down and follow either pathway around and down to the courtyard below. From here, head into the middle of the courtyard and then up the stairs and through the doorway out into the main field.



Things seem almost too easy. You've struggled so much to come so far and it's hard to imagine that you will be able to just stroll right out of the castle unobstructed. While there doesn't seem to be any immediate danger, something just doesn't feel right. Head toward the main gates.



When you get to the doorway in the middle, Yorda crackles with electrical energy and sends out a shockwave of electricity knocking you off your feet.



When it stops, she collapses, but not before she was able to part the gates and extend a bridge across the ocean leading out to freedom. Take her by the hand and over to the Stone Couch on the left to save your game. You can see that she's visibly hurt.



Now it's just a short trip across the large stone bridge to freedom. Until now, you haven't even let yourself think of the possibilities of being free and what you would do if you were successful. Take hold of Yorda and make your way for the bridge. She can only go so far before she collapses, making you pick her up repeatedly as you make your way across.



Everything seems to be going well until a burst of electrical energy spews out of one of the stone pillars above the gates and shoots through Yorda. She collapses again and this time the two of you are separated.



You almost get knocked off of the bridge when it happens. To make matters much worse, the bridge starts to retract, leaving you and Yorda separated. This is the moment of decision: Do you flee, heading across the bridge to freedom and leaving Yorda to be recaptured, or do you jump back and help her, giving up all hope of ever escaping from this tombed fortress?



Of course you choose to stay. As soon as you regain control of yourself, quickly take a running jump across the widening gap to Yorda.



You miss the jump, but Yorda grabs your hand for a change, dropping your weapon in the process. As you furtively try to climb up, Yorda's grip loosens and she is slowly swallowed by a dark and forboding shadow.



She eventually loses her strength and lets go, sending you down to the murky depths below. Just as you lose consciousness from the fall, you catch a glimpse of her evil mother right behind her.

Chapter 11 The Watery Grave

Things have gone from bad to much, much worse. The elation you felt as you made your way across the bridge has been *snatched* away by the evil Queen. You watched in horror as she overtook the Princess, dropping you to what she thought would be a watery death below. At the very least, your life has been spared by these hanging cages, giving you an opportunity for revenge. All hope of getting out of the castle alive with Yorda at your side has disappeared into thin air, leaving you with a sense of dread. While you might never see daylight again, you are bound and determined to make sure the Queen will breathe her last breath before the day is through...

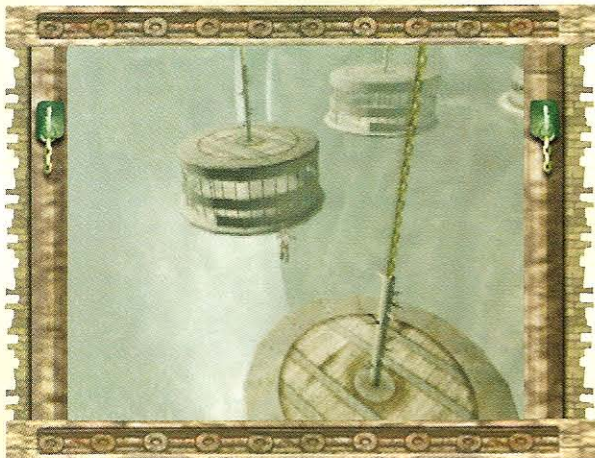
The Underworld:



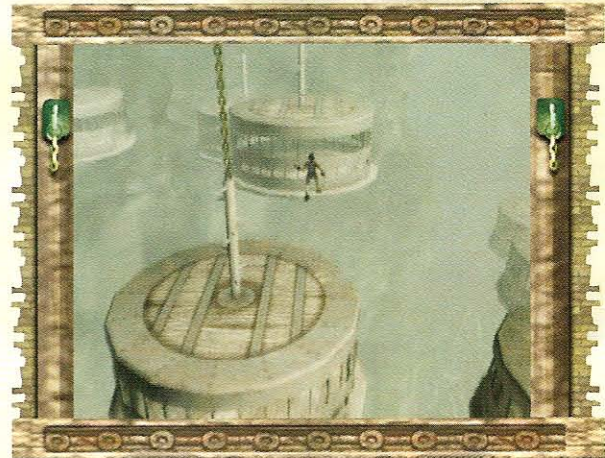
When you regain consciousness, you realize you're still alive. Your fall was stopped by a cage hanging from the mountain wall. There are a series of them here, swinging in the whipping wind. It looks like the weather has changed for the worse. A thunderous rain storm is pelting your skin and stinging your eyes, making it difficult to see.



It looks as if the cages swing close enough to each other that you might be able to jump from one to another. You can't climb up the chains due to the spiked covering where they connect to the cages, so you'll have to jump. Start by leaping over to the one to the left as they swing close to each other.



Repeat the process with the next one to the left. Make sure you wait until they are at the closest point that they are going to get. If you miss by a hair, you will probably still be able to grab the bottom edge before falling to your death.



Jump over to the next cage directly in front of the one you're on, and then to the next over to the right. This one is quite far and you'll most likely miss the top lip and grab for the bottom. Stay calm and climb up to the top.

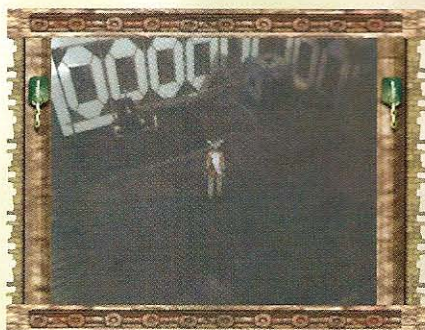


Jump over to the next cage on the right, and then make your final jump to the last cage, diagonally to the left. You should now be just above and to the left of the mountain edge. Leap off the cage to the ground below.



There is an opening in the mountain off to the left. Follow the large path up and through to the other side. You'll find an underground river bed here, which drops off down to the ocean below. There is also a large opening off to the right. Head along the path that way.

The Reservoir:



When you get to the end, you'll notice that you are in the reservoir area you observed from above what seems ages ago. Up on the platform, you'll find a ladder leading down to the water below, a wooden crate in the corner, and a lever against the railing.



Throw the lever first, which lowers a chain down on the other side of the reservoir. Next, push/pull the wooden crate away from the corner and over the ledge to the water below.



Climb down the ladder and drop into the icy water. If you look a bit to the left, you'll see a ladder leading to a lever on a raised platform above the water. There is also gate blocking your path here, but you might be able to use the crate to your advantage and remedy the situation.

Moving Objects in Water:



You can manipulate objects in water by swimming up against them and then holding down the Action (○) button. As long as you are holding down the Action button, you can push the item in the water while you are swimming. It's not an easy task though, as the water has accurate physics and the objects can and will float away or twist and turn with the current.



Swim the crate across the channel over to the ladder. When it's directly underneath the ladder and flush against the wall, climb up onto it and then climb up the ladder. The crate should give you just enough height to be able to reach it (you might have to jump onto the ladder if the crate is not directly underneath it).



Pull the lever at the top of the platform. This raises the gate blocking your path into the reservoir. Now you are free to swim through.



Drop back into the water and, taking the crate with you, swim through the gate and into the reservoir. Off to the right, toward the cascading waterfall, you'll find the chain you lowered moments ago dangling tantalizingly just out of reach.



The crate does the trick a second time. Position it directly underneath the chain and then climb up onto it. Now just jump straight up, grab it, and climb up to the platform above.



Up here, you'll find a contraption sitting on a short track. It looks like there might be a gear extending from the left side of it. On the other side of the platform to the left is a set of wheels and gears that are temporarily stationary. Push the contraption forward along the track until it comes to rest at the end. This completes the set of gears and starts the wheels rotating.



Jump back into the waters below and swim over to the piece of dry land just to the right of the gate you swam through moments ago. You'll see that the large wheel you set in motion has a series of pegs jutting out from its side.



Position yourself so that you are directly underneath them as they swing around and then jump up and grab one as it passes by — you can ride it up and around. When you get to the top, drop off on the platform above.



From here, you can climb up onto the small ledge against the wall to the left, and then jump up again and grab the gnarled pipe running against the wall just above you. Grapple across the pipe to the right, dropping down to the lower section where it is broken, all the way to the second platform.



There is a large pipe connecting this platform with the one to the right. Slowly make your way across it, being careful not to slip and fall off (having to repeat the process if you do so), until you reach the other side.



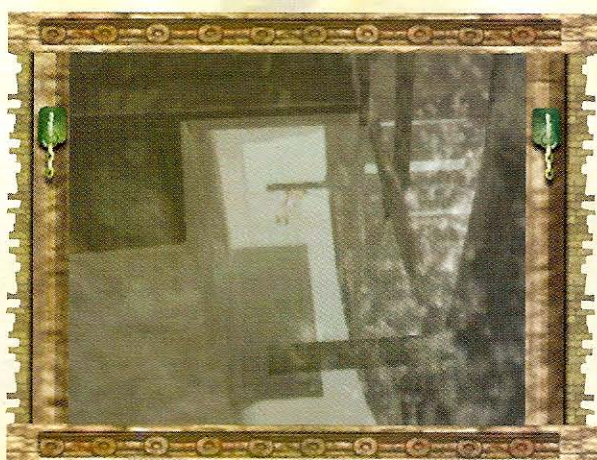
You can jump up and grab the pipe here, and then make your way around the large cylinder until you reach the platform on the opposite side. There is another pipe leading upwards here, as well as some grating below. Ignore the grating and start climbing up the pipe.



The pipe leads to an inevitable dead end, but there is a chain suspended from a platform above just behind you. Climb up the pipe until you reach the top and then jump off backwards to grab the chain. You should just catch the last few links, stopping your fall.



From here, rotate yourself so you're facing the second chain off to the right. When you are lined up with it, start swinging until you have enough momentum to carry you through the air to the second chain. Jump off and grab it. Next, start swinging again, and then jump off to the elevated platform beyond when you feel it's safe to do so.



There is an opening here that leads through to the other side. Go through and then jump up and grab a rotating peg from the next wheel. This one takes you up to a wooden walkway above. Drop off and follow the walkway around to the next set of rotating cogs.



These cogs are in constant motion and you have to jump from one to another. Make sure to position yourself as close to the next as possible while running against the motion and leap to the next, smaller cog.



Next, you will find a cylinder-shaped gear that you must navigate as it continually spins in a counter clockwise motion. Carefully get a running jump and leap onto it (make sure you are directly lined up with it) and then run across to the other side while moving against the motion.

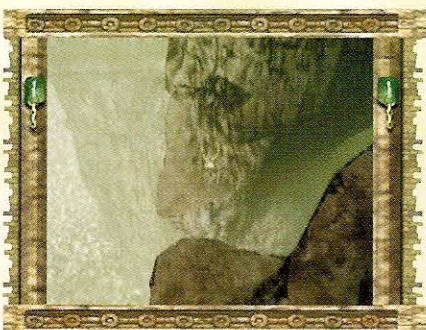


When you are safely at the other side, head to the right and down the small wooden catwalk. This leads off onto a mountain ledge, which you can follow around and through the cave-like opening off in the distance.

The Mountainside:



If you head out of the cave opening, you'll find yourself perched precariously on a ledge on the other side of the mountain. The elements are fierce out here, making your trek even more treacherous. Carefully follow the mountain ledge around to the left.



Stay on the path and follow it down and around until you come to a seemingly dead end. The path continues across a large gap, so you are going to have to take a leap of faith. Get a running start and jump across to the other side.



Follow the short path here until it evaporates into the side of the mountain. Just above you is a small crack in the mountainside. Jump up and grab it, then grapple across to the left until it ends.



Below you should be another small ledge. You can drop down and grab it, and then pull yourself up against the muddy mountainside. You're going to need to edge yourself around the small ledge until it, too, dead ends.



There are a series of small ledges below you that you can drop down from one to the other, until you come to secure ground below. Just to the left is another small ledge that you can jump over. Carefully do so. One wrong move will send you plummeting to a watery death below.



Use the ledge above to grapple/edge across until you come to a set of rusty pipes jutting out of the mountainside. You can drop down as soon as you are directly over them and then use them as a bridge to get across to the other side.

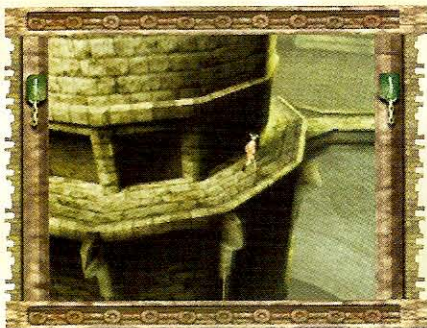
The Ante Chamber:



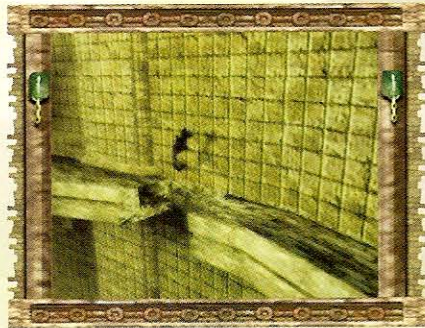
The pipes lead into a large tunnel in the mountainside. Continue to follow along as they curve around into a vast, cylindrical chamber. This ante chamber is at least 30 stories high, and has a series of stone bridges connecting the outer walls and walkways to the tower in the center. It looks like the elements have not been kind to soft limestone around the walls.



At the end of the rusty pipes hangs a small section of chain. Carefully lower yourself onto it and then shimmy down until you come to its end. From here, you can turn yourself around so that you are facing the tower, and then swing and jump over to its ledge.



Heading over to the left is a dead end. The ledge has corroded and collapsed and the bridge on this side has also disintegrated. If you follow the ledge around to the right, you'll find a bridge that is still intact, leading over to the ante chamber's outer wall.



The pathway around the wall is also in disrepair. The right way is impassable, so you'll have to take your chances with the left. Follow along the path to the left, jumping the small gap along the way.



On the other side of the gap is an elevated platform that you can jump and climb onto. Up here, you'll find a set of tracks and a small cart that has a chain dangling out from underneath it.



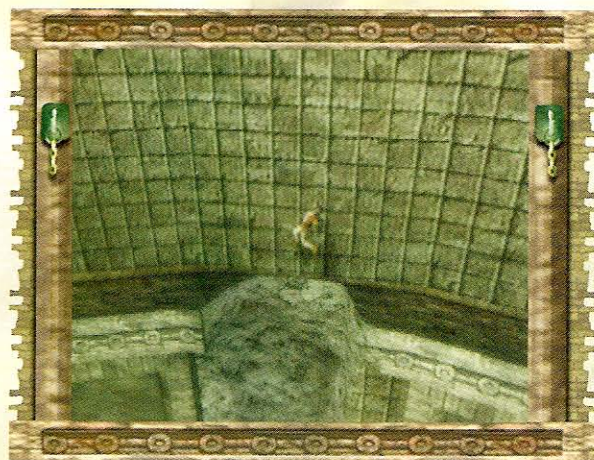
Climb up and over the cart, and then roll it along the tracks to the right until it rests against the board at the end. Drop back down to the path below and, when you enter underneath the elevated platform, the chain should be in plain view.



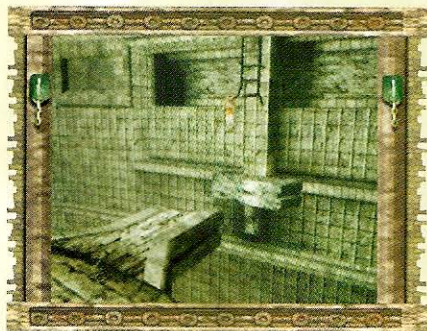
Line yourself up with the chain and hop down and grab it. If you jump too high, you might glance off the top of the chain, but you will most likely catch the chain as you begin to fall. Lower yourself down the rest of the way and then turn around so you are facing the outer wall.



Swing once or twice and jump over to the pathway against the wall. You should be on the pathway below the one you were just on. Ignore the ladder here and, again, make your way along the wall to the left.



This time there are two small gaps you will have to jump across as you go, so be careful and don't let them sneak up on you. Stop when you come to the ladder set in the pathway.



Take the ladder down to the last rung (it is damaged toward the bottom) and then, with all the courage you can muster, jump off it backward toward the broken ledge beyond. You should have just enough momentum to power you across the gap and grab the broken ledge on the other side.



Now that you are back on the tower, you can continue your descent. Just off to the right of the pathway is a ladder leading the rest of the way down to the ante chamber floor. Take it all the way down and drop into the shallow waters below.



There is a pathway here that you can climb onto. Once you have done so, you'll notice the way to the left is blocked by a set of stone Idols. Since you have been separated from Yorda, you won't be able to open them on your own. The door to the right is open, so you'll have to settle for going that way.

The Jetty:



You have found the underground entrance to the castle. This is the way your captors brought you here so long ago. It would be so easy to just swim out to freedom, but you have a strong sense of loyalty to Yorda and know that you have to do everything in your power to save her. Plus, the entrance is blocked by a huge gate, leaving you no choice but to continue.



There is a small path set against the wall on the left-hand side of the cave. Follow it up and around, and you'll notice a ray of light shimmering on an object off in the distance.



As you draw near, you'll come to an altar. Resting in the light is the sword your captors used to part the idols when they brought you to this stone prison. It crackles and glows with magical energy. Pick it up, and you can feel its energy connecting through your arm and coursing through your body.

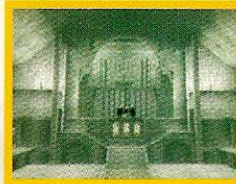


With sword in hand, follow your footsteps back out of the jetty and return to the ante chamber. Now that you have the sword in your possession, you can part the Idols yourself by standing right in front of them. Head inside the tower.

The Chamber:



This is the elevator your captors took you up to the chamber above when you were first brought to the castle. Pull the lever against the wall to activate it, and you will be ushered back up toward what was to be your final resting place. At the top, part the Idols with your sword and go through.



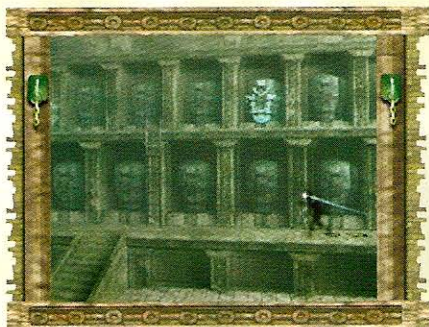
Take either set of stairs up and into the chamber. You feel yourself shudder and break out in a cold sweat as you walk back onto the hard stone floor and remember the panic you felt inside that claustrophobic tomb.



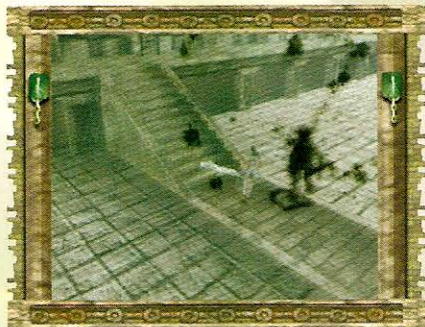
In the center of the chamber, up on the platform above, you'll spy Yorda surrounded by a group of shadowy creatures. What are they doing to her?



Without hesitation, head toward them preparing for battle. When you get to the top they scramble as your sword slices them into nothingness. There is something strange about these creatures, but you can't quite put your finger on it just yet.



The strange noise behind you provides a startling revelation. A few of the jars lining the chamber's walls have started to glow, and shadowy spirits are appearing from each side of the chamber. You realize now that these creatures were once boys with horns just like you, but now they have been transformed into shadowy ghosts.



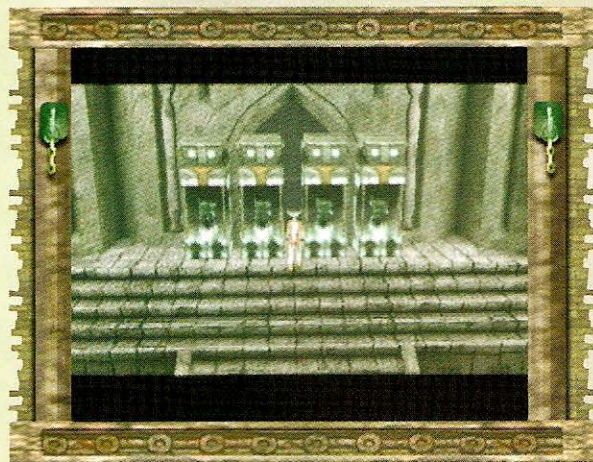
These spirits are not particularly aggressive and will go to great pains to avoid your attacks. If you approach them, they will fly out of range. When you do connect with one, another will spawn until all 53 are defeated.



They are lightning quick and will fly away from you the moment you turn to face them. You have to be fast to catch them with your sword. The best strategy is to let them approach you and then turn and swipe at them. You can jump and swing in mid-air to catch the airborne ones. It's a long process, as you will have to extinguish a spirit for each jar!



When you have wiped them all out, a platform and set of stairs raise up from the area where Yorda lies, gaining you access to an Idol-obstructed doorway up top. Yorda is listless and unresponsive to you, so you'll have to leave her side for the moment.



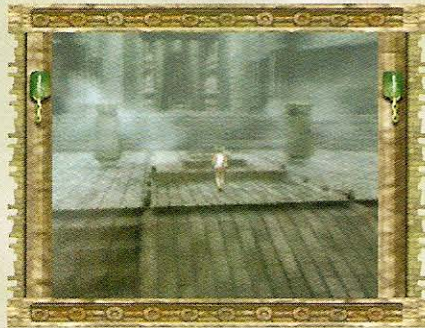
Go up the stairs and part the Idols. You sense that this madness must be coming to a close and whatever or whoever has been causing it, is just beyond this doorway...



Chapter 12 The Final Battle

This is the moment of truth. Sword at the ready, you have made your way into the heart of the castle and the Queen's lair. All the pieces to the puzzle have fallen into place, and you find out the true reason the Princess is being kept against her own will. What kind of mother would sacrifice her own daughter for immortality? One thing is for sure, a great battle is about to take place, and only one of you will be left standing.

The Throne Room:



The room beyond the doorway is filled with a heavy mist, making it difficult to see your surroundings. If you follow the pathway up the middle of the room, you'll see a solitary throne at the top of the stairs.



There are two stone statues in the middle of the room that can be pushed or pulled in any given direction. This will be important to note in just a few minutes.



For now, head up to the top of the stairs and toward the empty throne. Nothing happens as you approach it, leaving you to believe that the room must be empty. Is there another room somewhere else that you might have missed?



Head back down toward the exit and, as you do, the Queen appears on the throne, beckoning you to wait. The sound of her voice causes adrenaline to rush through your veins and anger and hatred to rise to the surface.



As you approach the Queen, you demand to know what she did to Yorda. She explains that Yorda is to be her spiritual vessel. Her own body has grown old and weak, and her soul needs to enter a new body for her to stay immortal. She tells you to put down your sword and leave, that Yorda would want it this way.



You begin to turn, head bowed as if to comply, and then you strike with lightning speed. Unfortunately, she throws up a shield of magical energy around her at the last second, sending you flying back through the air. You land on your head, breaking off a piece of your right horn. Blood spills from the fresh wound and the sword drops on the ground right behind you.



You have seconds to make a move as she is about to show no mercy. A burst of magical energy erupts from her hands and spreads down through the throne room. If it comes into contact with you, you will be turned into stone and meet instant death.



The sword behind you will provide protection from her magic. Quickly grab it and then turn to face the oncoming blast. You block and parry, dispersing the energy harmlessly around you.



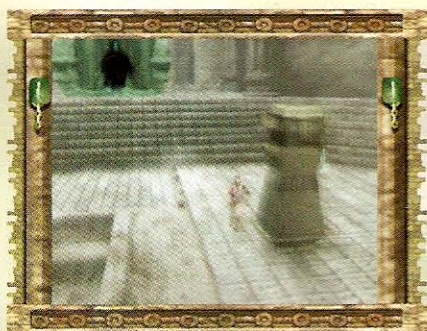
You might have noticed that the two stone statues in the middle of the room also block her magical attacks. You can make your way behind either of them where you will find that you are sheltered and protected.



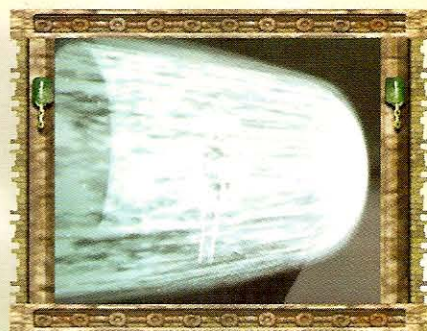
Watch the blue trail that emits from behind the statue each time she sends out a burst of energy. This entire area is safe from her attacks, allowing you to move freely in its confined space. Remember, you can also pull and push these statues. You'll see why this is necessary in just a second.



Make your way up to the Queen, sword in hand, until you are right in front of her. As soon as you are within a sword's range, attack her. The sword slices into the shield around her, causing it to warble and change color. The impact also knocks the sword free from your hands, sending it flying somewhere across the room.



Without the sword, you are helpless. Quickly and without hesitation make a beeline straight for one of the two statues in the middle of the room and get behind it. You have roughly five seconds to find shelter before she recovers and sends out another attack.



The queen sends out these bursts of harmful energy every five to six seconds, giving you little time to find the sword and make another go at it. You will know when she is about to send out an attack by the grunting sound she makes milliseconds before. After you get behind a statue, you are going to need to locate the sword. Look around the room from your safe haven to find it. It will show itself every time she sends out an attack, as the energy will part around it in a brilliant flash.

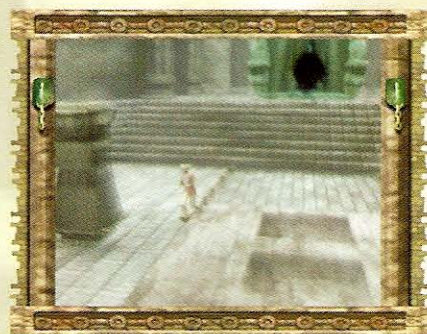
Locating the Sword:



The easiest way to find the sword after it flies out of your hands during an attack is to first find shelter and, when it's safe, press and hold the Call/Hold (**R1**) button. You will act like you are calling Yorda, but instead the camera will shift to the location of the sword, letting you know exactly where to find it.



After your attack, the sword will be sitting blade down on the floor at the base of the stairs leading to the Queen in the right side of the room. Make your way to the right statue in between attacks (if you ran behind the left) and then push it forward until it is lined up closely with the sword. When you are close enough, run out and grab it right after she sends out an attack.



Lunge at her with a second attack, once again slicing into her shield. Again, the sword vibrates from your grip and goes flying across the left side of the room. Don't hesitate and run for the safety of the statues. You should have no problem getting to the one on the left side before she sends out another attack.



The sword is located against the back left-hand wall on the floor. You can pull the statue back and then push it to the left and still be sheltered from her blasts. When it's close enough, reach out and grab it right after an attack.



With sword in hand, move the left statue back up and over toward the middle and front of the room. When you are close to the stairs, move out and attack her a third time and then run back to your shelter on the left hand side.



The sword can be found on the third stair from the top way over in the front left hand corner of the room. Press and hold the Call button to locate it.



Just as before, you can safely move around to the right hand side of the protective statue and push it all the way over toward the left hand side of the room — you will still be protected from the harmful blasts. Stop pushing when the statue hits the stairs. You should be close enough to safely grab it.



Pull the statue back toward the middle of the room and then make your next attack. While it might seem that your sword is having no effect on her shield, it is slowly chipping away at it bit by bit.



This time, the sword flies across the room and sticks in the left hand wall just past the bottom of the stairs. Push/pull the statue back across the room toward the left side and then downward toward the sword. When you feel it is close enough, run over and grab it.



Leave the statue where it is and go in for another attack. This one does the trick, completely eliminating her shield. She is still on the offensive though and you will need shelter quick. Head toward the right statue, which should still be close to the stairs in the middle of the room.



Call for the sword (by pressing and holding down the Call/Hold button) and you will find it is stuck in the ground all the way back toward the entrance of the throne room.



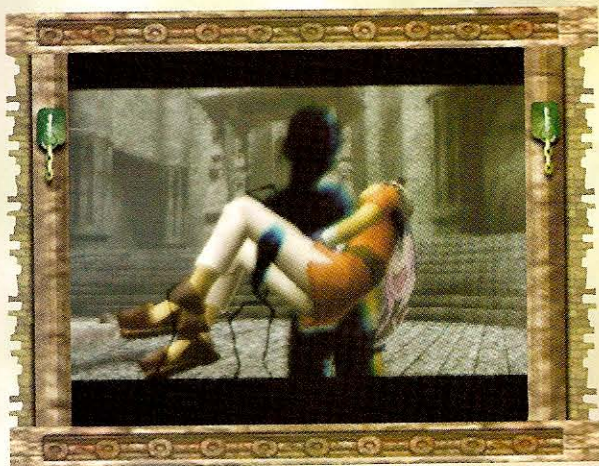
Pull the statue all the back to the end of the room and the top of the stairs. You should be close enough to grab the sword one last time. Grab it and head in for the kill.



With a fierce stab at her heart, the Queen evaporates before you, sending a shockwave through the room, sending you along with it. You crash against the back wall with such brute force that you are knocked out and your other horn breaks off.



Back in the chamber, magical energy blasts from Yorda in every direction, dancing across the room in electrical arcs and striking the jars lining the walls.



When it stops, her physical body disappears and is completely encased in shadow. Her last act is to pick up your limp body and take you out of the throne room, through the chamber, down the tower and out to the jetty as the castle begins to crumble and implode around you.



Here, she gently places you into the boat and sets it afloat. She whispers a goodbye as your boat slowly floats out of the castle and into the ocean beyond.

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